Uragyad'n of the Seven Pillars

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Approved For Use With

TRAVELLER™

Science-Fiction Adventure in the Far Future

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Uragyad'n of the Seven Pillars

An Adventure For Traveller by

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Maps and Illustrations by
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To the memory of T. E. Lawrence
— who did it all before.

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Introduction

This booklet, entitled *Uraqyad'n of the Seven Pillars*, is a complete adventure designed for use with Traveller, the science-fiction role-playing game by Game Designer's Workshop. Set in the Cabala Subsector of the Far Frontiers Sector, it chronicles a guerilla war on a desert planet held in the grip of a ruthless military dictatorship.

Requires :
Basic Traveller
Mercenary

This adventure must be administered by a referee who has read this booklet and is familiar with it - and with the rules for Traveller. *Uraqyad'n of the Seven Pillars* requires basic Traveller Books 1 and 3 and also *Mercenary*, Book 4. As always, paper, pencils, six-sided dice, and square-grid paper will be useful during the course of the adventure. Though not required, other Traveller materials Book 5, *High Guard*; Supplement 1, *1001 Characters*; Supplement 4, *Citizens of the Imperium*; and the *Striker* miniatures rules - may prove helpful and increase the players' enjoyment of the situation as well.

STANDARDS AND ASSUMPTIONS

Date : 320-1107

Dates: The initial date for this situation is 320-1107, according to the Imperial calendar; 320 is the current day (320th of the standard 365 day year), while 1107 is the current year of the Third Imperium. Once the adventure begins, the referee is responsible for keeping track of the flow of time. The initial date may be changed in order to blend this adventure into an on-going campaign.

Place : Skela
Cabala Subsector
Far Frontiers Sector
Beyond the Imperium

Place: The narrative of this adventure begins with the adventurers at a space-port on Skela (Cabala 0607), accepting employment with a corporation called Frontiers Developments, Inc. (FDI). The adventure itself begins with them on a planet called Vahjdi - the smaller of two human-inhabited worlds in the Talak Star System (Cabala 0707) - which, they will learn, has recently been conquered by Talak.

USING THIS ADVENTURE

The referee may use this adventure as an independent game, drawing characters from those listed on page 3, or he may weave it into a current campaign, using his players' characters instead. *Uraqyad'n of the Seven Pillars* is designed to be a long-playing campaign-adventure in its own right. Depending on the course of events, it may take as long as 6 to 12 hours, spread across several play sessions, to complete.

This booklet is intended for the use of the referee. Only certain specific items of information should be made available to the players.

INTRODUCTION:	Pages 1 to 4 include information given to the players indirectly, through the referee.
JUST A SLIGHT SUBSTITUTION:	This is background narrative setting the stage for the adventure. It may be read by the players, read to the players, or paraphrased by the referee.
ENCOUNTER IN THE DESERT:	Contains information given to the players indirectly through the referee. Includes NPC stats and descriptions used by the referee to create the adventure.
CAMPAIGNING ON VAHJDI:	Describes week-to-week activities the players may engage in, and how those activities affect the course of play.
THE MAPS:	The 11" x 17" maps are to be used by the players to plan their moves and campaigns. The referee will use them to determine the player-characters' positions and encounters. REFEREE ONLY.
PLACES TO GO AND THINGS TO DO ON BEAUTIFUL VAHJDI:	Describes various potential targets and sites on Vahjdi which may figure in the adventure. Relayed to the players indirectly, through the referee.
RESOLVING ENGAGEMENTS:	Describes a combat resolution format that can be used in this adventure. REFEREE ONLY.
FDI BRIEFING DATA:	Includes full description of histories, personalities, events, and data available to the characters during their briefing before the mission. The players have free access to this section at any time. PLAYERS AND REFEREE.
REFEREE'S INFORMATION:	Suggests the overall course of the adventure, gives several pieces of background information which must not be revealed to the players during the course of play (though they will have opportunity during the adventure to reason these out for themselves), and includes data for using this adventure with GDW's *Striker* rules for miniatures combat.

Those segments throughout the booklet entitled REFEREE'S NOTES are strictly for the referee, to help him understand the situation and set the scene for the adventure. This material should never be revealed to the players during the course of play.

EQUIPMENT

In this adventure, the employer has already provided weapons and equipment which will be needed for the mission, smuggling them onto Vahjdi ahead of the

adventurers' party. Other equipment is not necessary, though the referee may at his discretion allow players to bring along favored sidearms or the like. Armor which cannot be worn inconspicuously, or weapons of greater than Tech 12, are prohibited. The players are free to divide the available equipment among themselves in any way they choose; a ten-minute time limit may be set for this before play begins.

Certain gear has been provided for everyone in the party. Each adventurer and non-player character will receive:

1 combat environment suit, chameleon type, with two chill cans.
1 pair light intensifier goggles.
1 short range communicator.
1 utility knife (treat as Blade in all respects).
1 native outfit - typical Baku villager robes, loose enough to conceal equipment or weapons from casual inspection.

Players and NPC's should divide the following arms, ammo, and equipment among themselves, carrying a normal (not encumbered) load:

6 advanced combat rifles.
3 gauss rifles.
3 submachine guns.
2 laser rifles, with power packs.
1 light machine gun.
20 hand grenades (standard type).
12 RAM grenades.
10 kilos of plastic explosives, plus 5 detonators.
4 automatic pistols.
1 medical kit.

Not all of this equipment need be included on the mission, and the referee should feel free to alter this list as he desires. It is recommended that this be used as a basic selection of weaponry, so as not to upset the balance of play.

CHARACTERS

This adventure is intended for a band of adventurers numbering at least two and no more that six. The following characters have been generated according to the rules presented in Traveller book 4, *Mercenary*; other characters may be used instead.

1. Ex-Marine Force Commander 796A89 Age 34 4 terms Cr 2000
   Leader-3, Forward Observer-3, Tactics-2, Recon-1, Recruiting-2, Instruction-2, Pistol-2, Combat Rifle-2, SMG-1
   Awards and Decorations: 7 Combat Service Ribbons, 6 Combat Commands, 1 Purple Heart, 1 MCUF, 1 MCG

2. Ex-Army Captain, Infantry 885793 Age 30 3 terms Cr 1000
Demolitions-4, Recon-3, Survival-1, Leader-1, SMG-1, Electronics-1, Recruiting-1, Combat Rifle-2
Awards and Decorations: 5 Combat Service Ribbons, 5 Combat Commands, 1 Purple Heart, 3 MCUF, 2 MCG

3. Ex-Army Captain, Cavalry 7B8896 Age 34 4 terms Cr 500
Tracked Vehicle-3, Wheeled Vehicle-2, Leader-2, Recon-2, Instruction-2, Mechanical-1, Tactics-1, Forward Observer-1, Demolitions-1, LMG-1, HMG-1, Pistol-1, Combat Rifle-1
Awards and Decorations: 5 Combat Service Ribbons, 4 Purple Hearts, 1 MCUF, 1MCG

4. Ex-Army 1st Lieutenant, Support 998AB9 Age 30 3 terms Cr 300
Combat Engineer-3, Mechanical-3, Interrogation-2, Forgery-2, Streetwise-1, Bribery-1, Electronic-1, ACR-1, Forward Observer-1, Leader-1, Recon-1, Pistol-1
Awards and Decorations: 5 Combat Service Ribbons, 1 Combat Command, 2 MCUF

5. Ex-Marine 1st Sergeant A78963 Age 38 5 terms Cr 500
LMG-2, HMG-1, Combat Rifle-2, Tactics-1, SMG-3, Forward Observer-2, Recon-2, Instruction-2, Leader-1, Brawling-1, Survival-1
Awards and Decorations: 5 Combat Service Ribbons, 3 Purple Hearts, 2 MCG, 1 MCUF

6. Ex-Army Gunnery Sergeant BA9768 Age 38 5 terms Cr 1000
Combat Rifle-4, Recon-2, Medic-2, LMG-2, Brawling-1, Recruiting-1, Instruction-1, Forward Observer-1, Leader-1, Survival-1, Gambling-1
Awards and Decorations: 6 Combat Service Ribbons, 1 Purple Heart, 1 MCG

In addition, five NPC's are required to represent the FDI team. Stats, skills, and names should be provided for these characters, to conceal from the players the fact that none of them are going to survive the firefight at the beginning of the adventure. The security men can be generated normally, or drawn from a source such as Supplement 1, *1001 Characters*, or Supplement 4, *Citizens of the Imperium*. The stats on Lom D'Engries are provided below:

Lom D'Engries
Ex-Marine Lt. Colonel 9869A7 Age 42 6 terms Cr 20000
Leader-3, Recruiting-2, Grav Vehicle-1, Tactics-1, Brawling-1, Zero-G- Combat-1, Survival-1, Cutlass-2, Pistol-3, Combat Rifle-2
Awards and Decorations: 10 Combat Service Ribbons, 6 Combat Commands, 3 Purple Hearts, 2 MCUF

Just A Slight Substitution

The travellers had first met Lom D'Engries weeks before and a parsec distant, in a spaceport restaurant on Skela. A neat little man in expensive dress, he'd introduced himself as the local representative for Frontiers Developments, Inc., a sector-wide mercantile firm of good reputation. He was looking, he said, for a team of adventurers with military backgrounds who would be willing to arrange what he called "just a slight substitution" which would change the political situation in a neighboring star system to FDI's profit. He would give them no details then; but the promise of Cr 1000 a week for each of them, their travel and equipment provided by the company, and a Cr 50,000 bonus upon successful completion of their mission sounded almost too good to be true - especially when the travellers were stranded on a backwater world without the price of a single Middle Passage offworld between them!

Things might have been different if they'd known more about Talak and Vahjdi before they'd signed the contract. The party wasn't briefed, however, until they were outbound on an FDI packet, isolated in jumpspace.

The Talak system includes two human-inhabited worlds circling at the inner and outer margins of an MO dwarf's narrow life zone. Talak, with a Tech 6 culture just recovering from years of planet-wide war, is of little interest to FDI. The system's innermost world, a tidal-locked globe with a scrap of habitable land in the twilight zone between glaciers and desert, is a different matter. D'Engries would not say why FDI was interested in Vahjdi - but he did say that normal trade with and exploitation of the almost barbarian tech 3-4 cultures there would attract undesirable attention. The Zhodani Consulate is quite close, as stellar distances go, and the FDI has gone to extraordinary lengths to make certain that those mind-peeping Machiavellis don't become curious.

Much to the surprise of FDI observers within the system, Talak has recently developed an interplanetary capability. More surprising still, considering their tech level, they have crossed space and conquered their more primitive neighbors on Vahjdi.

Sittark - senior among the Triumvirate that rules Talak - is currently on Vahjdi, personally directing military operations against the last, starving remnants of backcountry barbarian tribes there. Evidently, FDI approached Sittark in hopes of arranging some deal with the current government on Vahjdi and was flatly refused. D'Engries has worked out a plan, however - eliminate Sittark with a swift, secret commando raid. The number two Triumvir, a corpulent and luxury loving individual named Rinjl, who also happens to be on Vahjdi, will replace the uncooperative Sittark and might, for a price, be willing to deal with FDI.

D'Egries, himself an ex-Marine colonel, will lead the strikeforce. Four FDI security people will actually penetrate the Sky Palace quarters-offices of Sittark and assassinate him. The adventurers, with high-tech weapons already smuggled onto Vahjdi, will hold Sittark's personal guards and troops at bay long enough for the raiders to carry out their mission and will clear a path out of the capital afterward.

The Travellers were fully briefed during their jump space passage. The packet, *FRONTIER TRANSITOR*, had excellent computer-assisted language programs aboard, and the party gained working knowledge both of Avej, the principle language of the Baku coastdwellers of Vahjdi, and of the Klehau of the Talaki conquerors. They learned that their briefing data came from a small, clandestine FDI survey outpost hidden near Vahjdi's capital of Laladjye Ur. Information gathered by this team was beamed by lasercom to a storage-relay recorder on Vahjdi's moon; the recorder could be remotely triggered and played back whenever an FDI ship - at whatever infrequent interval - passed through the system. By this somewhat roundabout method, contact was established with the Vahjdin operatives shortly after *FRONTIER TRANSITOR* cautiously approached the planet, and a rendezvous was arranged.

The team had landed, finally, meeting the FDI operatives in a wilderness of subtropical growth some distance from the capital. They make their way to the FDI base - nothing more than a native adobe hut just outside the city wall crammed with lasercom gear and the weapons smuggled in earlier. In these cramped surroundings, the team rehearsed the plan again, checked their timing, and waited for the short "night" - when the red sun slipped below the eastern horizon for a few hours - to begin.

At last, the city slept beneath a purple-black sky and a coppery half-moon. Two Talaki guards paced at the city gate, but the security men took care of them with silent efficiency. Within the city proper, they'd had to dodge roving patrols twice, but D'Engries guided them through shadowed and twisted alleys toward their goal. Ahead, the Sky Palace brooded above stone hovels, blood-colored now in the near-dark. The travellers would be earning their pay at almost any moment.

The mission ended when scant darkness was pierced and banished by the glare of searchlights. Barked Klehau commands demanded they halt and drop their weapons. Uniformed figures were sensed rather than seen, shuffling towards them from all sides beneath the lights, and everywhere they heard the sinister snicks of readied automatic weapons. None of the travellers could doubt that D'Engries plan had led them straight into the jaws of a trap.

REFEREE'S NOTES: The events following this narrative will have to be carefully orchestrated by the referee, to set the adventure going in the right direction, and to provide the players with a maximum of excitement.

A firefight will break out just after the party is ordered to halt; who fires first is immaterial, but the player-characters will have to battle their way out of the trap. The exact combat results must be handled by the referee in such a way that all of the NPC company people are killed or captured, while the player-characters escape (in order to enjoy the rest of the adventure!) with no worse than light wounds. The approximately fifty Talaki soldiers they face will be caught by surprise by the firepower of the adventurers' weapons.

The referee may spend as much time and effort as he likes describing and refereeing the adventurers' escape from the city. When they return to the FDI hideout, they will find that Talaki soldiers have gotten there first. The hideout has been burned to ground, and troopers are crisscrossing the area - some with small, furred, long-snouted animals on leashes. The referee should take care to elaborate upon the players' situation - trapped on a hostile world, with no way of

communicating off-planet. The Talakis, presumably, have some form of interplanetary communication, but they aren't likely to allow the travellers access to it!

Someone - a player, if possible, or an NPC who soon dies - should get the party moving out of the city, heading for the desert and a hope of safety from the approaching Talaki patrols. The party must cross through some 75 kilometers of scattered tropical vegetation and farmland - possibly clashing with pursuing patrols along the way - then climb a 250 meter high escarpment to reach the barren wastelands beyond. At some point after this, the adventurers - exhausted perhaps wounded - will meet the N'Raqah nomads of Ad'n Jahajadal.

ENCOUNTER IN THE DESERT

At some point after their flight from the capital city, as they begin to cross the rugged country to sunward of the Ka-Vahajah escarpment, the adventurers will meet a party of N'Raqah nomads. They are impressive-looking people - tall, swarthy, wearing loose, light robes and leather armor. Some are armed with swords, pikes, or bolos; others, including the leader, carry long, ornately carved muskets. Among themselves, they speak a language that sounds like a dialect related to Avej - unintelligible but familiar. Some do speak Avej, and when the nomads learn the party is fleeing from the Truj (an untranslatable, probably obscene expletive referring to the Invaders) they will invite the adventurers to join them. The sophisticated weaponry the offworlders carry will spark great interest among the nomads. As they leave the area, the adventurers will see several of their new companions obscuring tracks with bundles of brush, while others mount a rear guard among the rocks.

The referee may choose this time to acquaint the adventurers with something of the background of the N'Raqah tribesmen. They will meet, for the first time, the towering, three-legged Faffad'n, the beasts used as steeds by the nomads. The efforts of the adventurers to ride alongside the N'Raqah will by the cause of great amusement among the tribesmen, as the beasts the characters have been given are merely docile pack animals.

An hour's ride brings the party to an encampment hidden in a pocket valley in the hills. There they encounter a number of lean-to tents, a few wagons, and similar features of a typical N'Raqah camp; the natives who crowd around as the party arrives are obviously interested, but more than a little suspicious, of the strangers.

At the encampment, the party will meet Ad'n Jahajadal, the young, charismatic Uraq (leader) of this tribe, as well as other important members of his entourage (including Faj Ayahden, one of Ad'n advisers). The nomad leader will greet the strangers in a ritual fashion, a wave of his hand encompassing the camp and the penned steeds nearby as he says "Warriors Welcome! Ride Free!" If there is no proper response, the gesture and words are repeated; after the third repetition, the crowd becomes quite restless.

The ritual greeting may be correctly interpreted by the players; if so, they will know that one of them should attempt to mount and ride a native Faffad (known to offworlders as rockhoppers). The success or failure of the attempt will mean less than the attempt itself. To make the effort will earn some degree of respect for the party.

More likely they will fail to understand. If so, failure to take action in response to time-honored ritual will lead to a confrontation, from which the adventurers will be saved by the intervention of a beautiful, dark-eyed girl named Shevajrajahabri. She will explain native customs to the party, as she is very interested in these strangers and their weapons . . . and has plans for them.

Shevajrajahabri may also be introduced through confrontation, even if the players have complied with ritual, by means of an argument from the suspicious advisor Faj. In either event, the adventurers should find themselves in the girl's debt.

IMPORTANT NATIVE CHARACTERS

Shevajrajahabri 5AB98A Age 22 1 term Cr 0
Leader-1, Dagger-1, Recruiting-1

Known as Sheva to her friends, she is the daughter of Kurajrajahabri, the coastdweller king who tried to unify his world in the years before the coming of the Talaki. Sheva was her father's key emissary to the various nomad tribes and earned their respect even though they resisted her father's ideas. All were impressed by a young girl who could ride the wildest faffad, understand their culture and traditions, and discuss intelligently subjects that few females were thought to comprehend.

Only 18 years old when the Talaki arrived, Sheva was captured and held in the capital. Eventually, aided by her bodyguard Kayid, she was able to escape, taking refuge with the nomads. For several years now she has been trying to organize some kind of resistance against the Talaki. Though the natives like and admire her, they fear the power of Talaki weapons too much to rise openly.

When the offworlders arrive, Sheva sees a chance to realize her dream of a nomad army. With their strange weapons and obvious military expertise, the adventurers, guided by Sheva's knowledge of her planet and its people, could become the core of a native army that could fight back against the invaders and restore Sheva to her rightful place. This determined princess will do everything in her power to convince the tribes - and the adventurers - of the merits of this plan.

Sheva is the most important NPC in the game, at least at first. She provides a source of information for the adventurers, helps to shield them from misunderstandings with the nomads, and, most important, give them a direction and purpose. Her vision of a united resistance to the Talaki can only be accomplished with their assistance; on the other hand, the Talaki control the only means of communication offworld . . . and must be overthrown if the players ever hope to leave Vahjdi.

Ad'n Jahajadal 99CA89 Age 31 3 terms Cr not important
Leader-3, Tactics-2, Recon-2, Sword-2, Dagger-2, Musket-1, Bolo-1

Uraq of Clan Jahal, Ad'n's father was a friend of Kuraj, Sheva's father. His tribe was one of the first to receive Sheva with friendship, rather than the mistrust that is traditional between N'Raqah and Baku. Ad'n, Uraq of the tribe since his father was killed in a Talaki attack, is devoted to Sheva but thus far has not supported her plans for open resistance; the life of his people comes first. He has counseled patience - wait long enough, he says, and Talaki weaknesses will be revealed. He has been helping her plan and prepare for that day . . . and, like her, he sees in the arrival of the adventurers new hope for their plans.

Ad'n is young, strong, and very much in love with Sheva, but he has been hiding his feelings from her. He will defend her to the death and will swear what is called an Oath of the Pillars against any who harm her.

Skilled in weapons and leadership, Ad'n is the greatest warrior of the clan. Like Sheva, Ad'n will be of great use to the referee. His knowledge, bravery, and ability will be vital to the success of the campaign.

OTHER NON-PLAYER CHARACTERS

The referee is invited to use these characters for extra color in the course of the adventure or for any occasion when additional natives are called for.

Faj Ayahden 79A687 Age 34 4 terms
Sword-4, Musket-2, Tactics-2, Recon-1, Bolo-1, Survival-1

Faj should be used as an important counterbalance to the optimism of Sheva and Ad'n. He is grim, pessimistic, and suspicious. At first he will argue with the offworlders out of mistrust, later out of pessimism. As Ad'n's chief advisor he holds a great deal of power and should be mollified if possible.

Jadel Yahdir 789AA8 Age 62 11 terms
Sword-5, Leader-3, Tactics-3, Recon-2, Survival-2, Musket-2, Interrogation-2

Leader of another very important tribe, Jadel is a valuable recruit for Sheva's cause. He is a canny tactician with years of experience. He, too, has been captivated by Sheva, regarding her as a niece or daughter. However, he distrusts the other tribes - including Ad'n's - and is difficult to recruit or order about.

Tekra 889673 Age 38 5 terms
Streetwise-2, Brawling-2, Sword-2, Musket-1

Tekra is the head of a small bandit tribe of perhaps 50 cutthroats. He and his kind are despised by the nomads, but his contacs in Baku villages, among the Dwerrolj caravans, and across the lines of regular tribal communication, make him an individual to be reckoned with.

Kerwad of Greatwagon of Kerwad Voj 869786 Age 38 5 terms
Dagger-3, Streetwise-2, Musket-1, Bribery-2, Leader-1

Leader of one of the larger Dwerrolj caravan communities, Kerwad is torn between hatred for the Talaki and a reluctance to upset the current political situation. His caravan is flourishing despite the invaders . . . and he is concerned that the nomad war will lead to greater troubles. Once recruited, Kerwad will vacilate between support and rejection of the movement; there is a chance (9+) that he will betray the nomads. While he is loyal, though, his caravan serves as a useful communications and intelligence-gathering base.

Kayid B6C564 Age 42 6 terms
Cutlass-3, Brawling-3, Revolver-1, Tactics-1

Kayid is Sheva's fanatically loyal bodyguard, the servant who rescued her from the Talaki. Strong, silent, and not very bright, Kayid will fight to the death to protect Sheva and will never be far from her.

Nomad characters such as these can be generated from *Citizens of the Imperium*, Supplement 4. Musket skill replaces Gun Combat; Bolo replaces Bow Combat. Barbarian, Rouge, and Noble characters can all be used (with common-sense adaptations); Army and Marine characters from Basic Traveller can also be used.

N'RAQAH WEAPONS

The Tech 3 nomads use a variety of weapons, most of them hand-crafted with parts and tools from Baku communities, traded for through the Dwerrolj. Weapons common to all tribesmen include daggers, blades, and the wickedly curved kraj- a scimitar weapon treated as a cutlass in all respects. Ranged weapons are discussed below:

Long Musket (7000 grams, TL 3)

A 2-meter long version of the smoothbore musket discussed in Traveller Book 1 (2nd Edition). It requires 1 round to reload, during which the firer may not evade. The weapon may misfire (roll 4+ to avoid); if a misfire occurs, the weapon will not fire, but the attempt may be made again in the next round. The musket fires as a carbine but may not fire at very long range.

N'Raqah long muskets are typically fired from faffad-back just before a charge, after which a pike head is plugged into the barrel and the weapon used as a lance in hand-to-hand fighting (treat in all respects as Pike).

Long-Barreled Pistol (3000 grams, TL 3)

A single-shot, muzzle-loading pistol which fires as a body pistol. In hand-to-hand fighting, the thick, weighted barrel is treated as a cudgel+1.

Bladed Bolo (200 grams, TL 1)

A thrown weapon - two baked-mud balls at the ends of a 'Y' shaped faffad-hide thong, with twin curved blades embedded in the balls. They are difficult to use; an unskilled character suffers a DM-5 in bolo attacks. Treat as a sling for dexterity, strength, and other "to hit" requirements; damage is as blade.

THE N'RAQAH ARMY

Military organization within the nomad tribes, as such, is unknown. The tribe, with 3D x 100 warriors, is the basic unit in attacks; smaller detachments are organized according to the needs of the moment.

N'Raqah leaders are charismatic, operating in the forefront of battle. Generally, each tribe will have one leader, the Uraq, during a battle; if he falls, a new leader will be chosen at a later time. The adventurers themselves can each act as leaders as well, at first, only for the tribe of Ad'n Jahajadal; later, after the ceremony at the place of the Seven Pillars where they become Uraqyad'n they can act as leaders for any of the tribes within the alliance. Sheva will be able to suggest policy and courses of action, but N'Raqah culture considers war to a man's work; the nomads will not follow her into battle. She may attempt (when all other attempts fail) to rally troops who have broken.

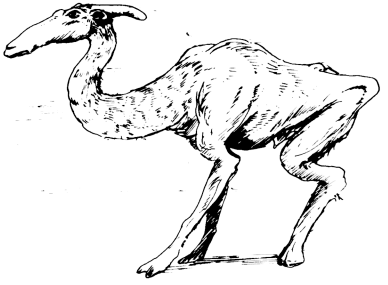
Leadership and rallying functions are carried out in order of seniority, from highest to lowest. If the player-characters are involved in leading a nomad attack, they must establish a clear order of seniority among themselves, and between them and the nomad Uraq. They should also remember that N'Raqah leaders tend to take more than their share of casualties in battle.

FAFFAD'N

Grazer 20 kg 20/10 jack 10 hooves/teeth F7 A8 S3

These are the tripedal grazers extensively domesticated by the natives - especially the N'Raqah nomads. The nomads are superb riders, able to cover 100 kilometers or more at one stretch, changing mounts rarely, eating and sleeping while mounted.

Faffad'n - called rockhoppers by offworlders - have an uncomfortable pitching, rolling gait when walking, and inexperienced riders will frequently develop motion sickness during their first few rides. The ride is smoother during a run, more akin to long, low leeps than to a gallop. Rockhoppers have a keen sense of smell and can easily identify regular riders or members of a particular nomad encampment. They are skittish and difficult to handle when approached by strangers and are used as perimeter sentries during rest periods; should visitors approach, the whistling shrieks of the wary Faffad'n will rouse the whole camp.



Most tribes share the custom of 'siffsiq'. When emissaries from another clan enter an encampment, they are greeted by the camp's Uraq, who will bid the visitors to 'ride free' - literally, take their pick of the camp's faffad'n and ride it. The visitors' spokesman gains merit in the eyes of the tribe by mastering the animal - which may be returned with a polite 'He's showing no spirit', or kept, perhaps in exchange for an old mount. The N'Raqah rarely develop sentimental attachments to the faffad'n, which is just as well, since the beasts furnish the nomads with food, clothing, and milk, as well as transportation, and are the primary medium of exchange and barter.

REFEREE'S NOTES: Rockhoppers are the adventurer's key to success on Vahjdi. The travellers must learn how to ride them to get around and will have to engage in siffsiq in order to meet different native tribes.

The players can ride draft or pack animals (which are hobbled, to keep them from running) but must throw 2D against their endurance to continue riding, each hour.

Riding an unwilling faffad, during siffsiq, for example, requires - in succession - dexterity, strength, and endurance. The adventurer approaches the animal, throwing his dexterity or less to avoid being kicked or bitten. He then rolls against his strength in order to grab the animal's neck and pull himself up. Finally, he throws against his endurance once for each 30-second combat round he attempts to stay mounted. The rockhopper will become quiet after 1D combat rounds, after which it will accept the new rider's handling.

If kicked or bitten, the traveller will suffer 1D+2 wounds. If thrown while riding, he throws against his dexterity and, if he fails, suffers 1D wounds.

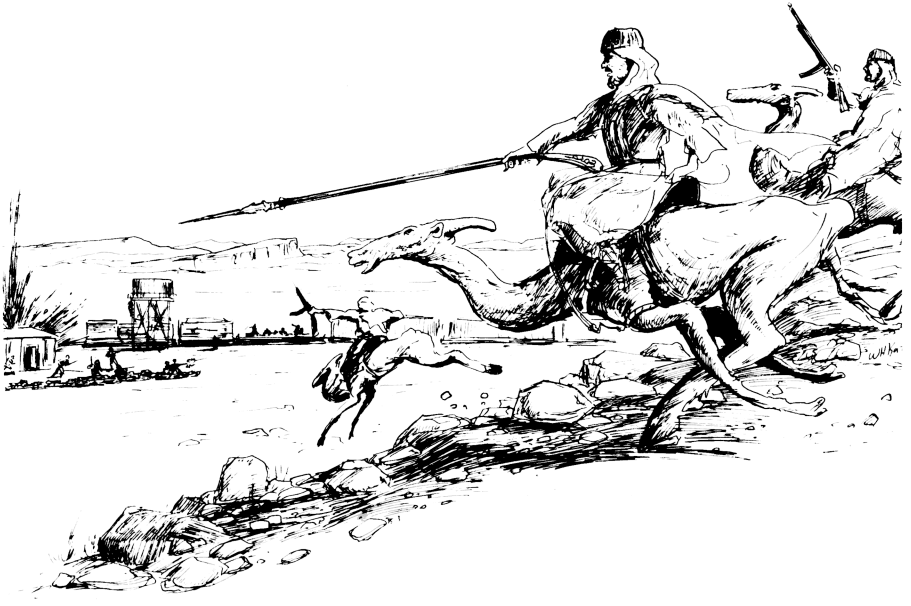
Each time an adventurer tries to ride a rockhopper, he gets an additional and cumulative DM+1 applied to any one of the above rolls. He gets this DM even if his attempt to ride is unsuccessful. (Presumable, he is learning from his mistakes!). He continues to accumulate these DMs until he has a maximum of +2 in each of the three characteristics. For as long as he remains on Vahjdi, he will be able to apply these DMs to any attempts to mount and ride faffad'n.

Natives routinely ride for 12 hours or more at a time. The adventurers ride at first - as described above - by throwing their endurance each hour. Once they have accumulated DM+2 in each of the characteristics used in riding these beasts, the players are considered to have acquired a skill termed 'rockhopper-0.' With this skill, they can ride for their endurance in hours and THEN throw against their endurance every hour. If the party stops to rest, they can continue to ride for as many hours as they've rested - up to the characters' endurance in hours.

The Talaki never ride rockhoppers, relying instead on their trains and, occasionally, armored scout cars. Knowing how to ride native animals will give the players a tremendous advantage. Once they understand how Talaki reinforcements work along the monorail lines, they will be able to plan their attacks, then vanish on faffad-back into the Badlands where pursuit will be impossible.

In battle, charging faffad'n cover 3 bands of distance each 30 seconds (refer to MAPPING, page 27). Faffad'n ridden at an energy-saving walk (allowing them to continue for long periods of time) will average 5 kilometers (1 hex) per hour on level ground. The steep slopes of the North Wall and the South Wall are impassable.

Weekly migrations of encampments average up to 500 kilometers (100 hexes). The players do not need to check their endurance for such long-term rides, since the pace is slow and there are ample opportunities to stop and rest.



War is always more than battle. Such inglorious activities as recruiting, gathering intelligence, and avoiding battle with overwhelmingly superior forces must be taken care of; fortunately, the referee will not need to go into these routines with the detail used in an attack on a monorail.

The players - or, at times, the referee, advising the players through NPCs - will be responsible for choosing targets for attack and otherwise overseeing the strategy of the war. These isolated actions, however, are joined together by a framework of regular routines, conducted on a weekly basis.

WEEKLY OPERATIONS

1. Players designate the activities they will be participating in during the coming week, and the resulting action is resolved. The choice of activity includes Raiding, Training, Tribal Recruitment, and Gathering Intelligence. Ordinarily, only one may be chosen in any week; however, the referee may allow multiple player-groups with each group handling a separate activity. This must depend on the referee's ability to oversee more than one group at a time.
2. A camp for the tribe is selected. If the players are in a position of supreme command, they may choose. Otherwise, the referee, through the nomad leaders, makes the decision.
3. Tribal encounters are resolved and intelligence is gathered.
4. Talaki encounters are rolled for.
5. Players may plan for the next week's activities.
6. The referee secretly determines Talaki morale modifiers for forces in the Coastlands and for forces in the Badlands.

EXPLANATION OF ACTIVITES

RAIDS: The players will determine the targets for guerrilla raids. The section beginning on page 20 (PLACES TO GO AND THINGS TO DO ON BEAUTIFUL VAHJDI) provides the background material on the various targets that might be selected. Resolution of raids is done in detail; movement between hexes is done by the hour, and battles are resolved as they arise. In a week's time, many raids can be launched; the limit to the number is provided by the actual mobility of the group. The more attacks made, of course, the greater the risk to the raiders.

MOVEMENT: In one week, movement by faffad'n is virtually unlimited. This allows players to strike almost anywhere they please - subject to the military realities of garrison strengths and the like. Between raids, the characters will maintain their HQ at a native camp. Nomad camps must be moved from time to time for security reasons - and because the tribe's rockhopper herd will strip the countryside of plant life within about four weeks. Nomad camps may be established anywhere except in the Coastland region.

Dwerrolj caravans may provide a haven for the adventurers as well - particularly

on extended information-gathering expeditions. These caravans - up to 30 faffad-drawn wagons, each bearing an entire family - move from one village to an adjacent village in one week and then will spend at least one week encamped outside the village trading. Caravans go anywhere except the Deep Desert or the Encircling Mountains. They may enter the Coastlands along one of the escarpment roads.

TRAINING: When first equipped with Talaki weaponry, the natives will be unable to use them effectively. The referee should apply negative DM's to reflect native lack of experience in handling unfamiliar weapons. The natives can, however, acquire a certain minimum skill (level-0) in handling these weapons. Level-0 skill denotes a certain degree of familiarity rather than actual ability.

Any player-character with Instruction skill can train natives in the basics of handling personal weapons (rifles, pistols, etc.). Only Instructors who also have such specialized skills as demolitions, HMG, LMG, mortars, and the like can pass these skills on to others. Characters with these skills but *without* skill in Instruction may not train or help train natives.

An Instructor can train 50 natives in one group and in two weeks can raise them to level-0 in the skill being taught. Each weapon or skill being taught takes a separate two-week training course; only one group of 50 natives can be trained in this period by each Instructor. The training rules from *Mercenary* cannot be used with the natives, since they lack the necessary background for such advanced training.

TRIBAL RECRUITMENT: Either the players or (at the referee's option) Sheva may choose to attempt to contact additional native tribes and broaden the support for the rebellion. Three Tribal Encounter rolls (instead of the usual one) are made that week, and a DM+2 is applied to the basic throw for the encounter. The nature of the encounter is determined in the normal way for Tribal Encounters.

TRIBAL ENCOUNTERS: Even if no deliberate effort is made to search for another tribe, a maximum of one encounter per week may occur. The referee makes a basic 2D throw and an encounter takes place on 8+. If the adventurers were searching for another tribe, a DM+2 is applied.

Once the encounter takes place, a second roll is made on the following table to determine the type of native group encountered.

2	Nomad tribe (2D x 100 warriors)	Strongly anti-Baku (-2 on reaction table)
3	Nomad tribe (3D x 100 warriors)	Strongly anti-Baku (-2 on reaction table)
4	Nomad tribe (2D x 100 warriors)	
5	Nomad tribe (3D x 100 warriors)	
6	Nomad tribe (3D x 100 warriors)	
7	Dwerrolj caravan (2D x 2 wagons)	
8	Dwerrolj caravan (3D x 2 wagons)	
9	Nomad tribe (2D x 100 warriors)	
10	Nomad tribe (2D x 100 warriors)	
11	Nomad tribe (2D x 100 warriors)	
12	Bandit tribe (1D x 50 warriors)	Nomads will strongly distrust this group (-2 on reaction table for nomads)

Once the type of natives encountered has been determined, reaction throws are

made for each tribe involved, both for the nomads and for the newly encountered tribe. Resolution can be made in as detailed a fashion as the referee desires.

The basic Traveller reaction table is used; players may attempt to persuade either side to accept the others, using recruitment skill as a DM. To be accepted by new nomad tribes, however, the adventurers will have to undergo the siffsiq ritual - riding rockhoppers. Sheva's presence grants a DM+1 for the new tribe's reaction, UNLESS that tribe is anti-Baku. Such tribes became enemies of all coastdwellers when Kurajrajahabri tried to unify the nomads several years ago; while they have no love for the Talaki, they still hold their grudge against Sheva, her people, and her friends.

Tribes may be recruited if favorable reactions occur for both sides. Unfavorable reactions are adjudicated by the referee; combat may result, with the offworlders' weapons affecting N'Raqah morale (see MORALE THROW MODIFIERS TABLE, page 29). Recruited tribes and friendly caravaneers will bring rumors (see INTELLIGENCE, below); caravanneers are never recruited as troops but may agree to act as scouts or to carry adventurers or nomads along as spies.

INTELLIGENCE

Gathering information on enemy dispositions, plans, and movements will be an important part of this adventure. The referee must record each piece of data the adventurers obtain and make sure that the pieces fit together into a believable whole. He must also determine how and when intellignece becomes dated (another unit moved into town) or when it is simply untrue (the nomad leaders the adventurers were talking to decided to spin a good yarn).

Information is given to the players in packets called 'items.' One item might be the size of a village garrison, a second item that garrison's morale. and a third the number of support weapons it can muster. Various items come in two categories, depending on how the information was gathered.

CATEGORY A (from interviews with nomad leaders and Dwerrolj caravans)

1. Approximate size of a village garrison, depot, mine, or other position.
2. A sketch map of buildings, fortified positions, MG nests, and the like at a particular post.
3. Whether or not Grey Death Units are in the area.
4. Numbers and types of cars in a train either at or passing through a given position.

CATEGORY B (from interviews with captured Talaki officers)

1. Approximate morale modifiers for troops in a given position.
2. Approximate number of support weapons (MGs, mortars) present.
3. Type of troops (regular, veteran, etc.) in a particular post.
4. When a train is due along a certain section of track.
5. What kind of cargo, or types of cars, will be on the next train due along a certain section of track.
6. Rumors - warning of future movements of the Grey Death Legion or other units, Talaki plans to attack nomad camps, special rumors concerning Onnesium, hinting at Zhodani activity on Vahjdi. . . See REFEREE'S INFORMATION, page 38, for clarification of above.

The referee may introduce other items to develop the situation and to help move the adventure along.

NOMAD TRIBAL INTELLIGENCE: When a new tribe of N'Raqah is encountered and recruited, it will be able to share information gathered during its travels over pervious weeks. Roll 1D; this gives the number of distinct items, drawn from Category A, which may be revealed to the players. This information may NOT concern positions, garrisons, or movements of the Talaki within the Coastlands.

DWERROLJ INTELLIGENCE: Dwerrolj caravans give information to the players on a roll of 9+. Bribery or interrogation skills may be used as positive DMs. They will provide 1D+2 items of information from Category A, which may include intelligence on Talaki activities in the Coastlands.

PRISONER INTERROGATION: After most battles, prisoners will be available for interrogation. Ordinary soldiers will generally have information only from Category A and only for their own unit. Nomad partols may be sent out for the express purpose of capturing soldiers from an enemy position (sentries or messengers) to obtain such intelligence or to confirm nomad or Dwerrolj stories.

Officers possess information from both categories. Only officers of the equivalent ranks of Colonel and above (Battalion Leaders) will be able to provide Rumors (6, Category B).

Information derived from interrogations may be abstracted ("Your prisoners told you this . . ."), or it may be imparted in response to give-and-take between the players and the referee. The referee must determine how reliable information is when he gives it to the players. Player-characters' interrogation skills will make the information more reliable, and information that is confirmed from two or more sources must be considered reliable, within a reasonable margin of error.

Characters with interrogation skill may also use their skill as a positive DM in the number of distinct items revealed by the prisoners.

SPY MISSIONS: Player-characters or NPCs can pick up intelligence first-hand. Individual spy missions can be role-played in detail, or the referee can determine how may items might be picked up and handle the situation abstractly.

All information gained from nomad tribes or Dwerrolj caravans will be on towns, depots, or the like, within 10 hexes of the meeting hex. Prisoner interrogation will tend to yeild mostly information on the prisoner's units only, though high-ranking officers will have intelligence of a more wide-ranging nature. Items gained from spy and scout missions will be limited to the target of that mission.

The referee should be flexible in his presentations of intelligence to the players, using it to advance the adventure, speed play, suggest targets, and generally lead the players into the battles and situations the referee wants them to experience. He should feel free to modify information or to create unusual circumstances (such as a defector from the enemy camp, for instance, or an encounter with an informant who knows the players would be interested in the information he has) in order to put special intelligence into the players' hands.

Specific Talaki troop dispositions will only marginally concern the referee. The intelligence gathered by the adventurers will suggest those dispositions; this information should be taken into account when rolling for encounters with enemy forces. The referee should always be aware of the general locations of the elite Grey Death Legion units; some of these will always be searching for those escaped

offworlders who have been causing so much trouble on Vahjdi. If a reliable rumor is received which places the Grey Death Legion in the area, negative morale effects may be made on N'Raqah troops at the start of a battle.

The referee must also remember that not all items of intelligence will be accurate, and that this might lead to some nasty surprises - one of the chief problems with intelligence work.

OTHER WEEKLY OCCURRENCES

DAY AND NIGHT: Vahjdi is a twilight-zone planet, circling its star with one side (Dayside) always facing its primary. Libration effects (a rocking back and forth) caused by the star and Vahjdi's moon create an imitation of day and night as the sun rises and falls in a figure-eight on the eastern horizon.

At the longitude of Laladjye Ur, the sun falls below the horizon once a week for a period of about 5 hours. At the longitude of the Encircling Mountains, the sun sets for 3 hours every week. Referees interested in keeping track of periods of light and dark (for purposes of surprise night attacks, and the like) can approximate the length of periods of darkness anywhere on the map from these figures. A short distance beyond the eastern edge of the map, the sun never sets, and the Deep Desert begins.

STORMS: Moist, cool air from the Nightside continually blows eastward across the habitable zone on Vahjdi. Occasionally, these air masses collide with hot, desert updrafts, and fierce thunderstorms result.

Storms occur at unpredictable times (i.e., when determined by the referee) but not more than once a week. They last for 1D x 10 minutes, during which time all movements stop. Talaki monorails slow down to half-speed but are not stopped by storms. Talaki armored cars will become bogged down on 6+ (unless they have been specified as having tracks mounted on them, in which case they bog down on a 10+). Bogged-down armored cars will be freed in 1D hours (DM-1 for each 10 men helping to free it).

On a roll of 10+, the party will be considered to be caught by the storm in a gulley or other low or eroded terrain (unless they have declared, or the current situation specifies, that they are on a hilltop, ridge, etc.). As the storm subsides, they will notice water flowing downhill around them, increasing in volume each moment. Nomads are familiar with the effects of storms and, if present, will warn the adventurers to move to high ground. If the players do not immediately move to higher ground, a flashflood will engulf them in 1D minutes; each character must throw his strength or less to avoid being swept away by the water. If a character is swept away, he throws against his strength each 30-second combat round and receives 2D wounds if he fails. When he does manage to throw his strength or less, he is considered to have grabbed onto a rock, branch, or whatever, and pulled himself out of the flood.

After a storm, the water will quickly soak into the desert floor, leaving the land dry again within a few hours.

Storms in the Coastlands are not as frequent, do not slow travel or bog down vehicles, and (except on the slopes of the escarpment itself) do not cause flashfloods.

THE PLACE OF THE SEVEN PILLARS

This is a stone monument in the hills east of Laladjye Ur, far enough from inhabited places that it is unknown to all save the N'Raqah tribes. Seven pillars, each inscribed with a N'Raqah glyph, stand in a semicircle around a flagstone pavement with a meter-tall, elaborately carved dias.

This monument is the closest thing to a holy place the nomads have; it marks the site where their ancestors first landed on Vahjdi some two thousand standard years ago. It is conjectured that they came there in a lifeboat, escaping some forgotten servitude or oppression aboard the colony ship that brought humans to the Talak system.

Whatever the exact history, the nomads have a positive reverence for freedom; each pillar is inscribed with the name of one of the N'Raqah'n Freedoms, and the entire monument makes tangible the concept of personal liberty.

The N'Raqah come to this place to swear particularly binding or important oaths, call Oaths of the Pillars. Tribes swear alliances and choose new tribal leaders here among the Seven Pillars.

At some point during the adventure, after several important nomad victories, and preferably after at least two tribes have been enlisted in the war against Talak, the adventurers will be brought to the Place of the Seven Pillars. The alliance between two or more tribes will be formally declared; since one tribe would not submit to the rule of another tribe's Uraq, an outsider (or group of outsiders) must be chosen to lead the alliance. While the alliance is Sheva's idea, the N'Raqah'n culture does not allow women to lead military ventures. Thus the adventurers will be elected "Uraqyad'n" - leaders-over-many-clans - and will be expected to take charge of the overall war planning and leadership. Each traveller will be asked, in the names of the Seven Freedoms, to lay aside his personal freedom temporarily and serve the united tribes.

The Seven Freedoms are:

Freedom to water, as God provides
Freedom to food, as God provides
Freedom to ride where one wills.
Freedom to accept or reject the hospitality of another.
Freedom to choose to Go to the Sun (lit., suicide by walking into the desert).
Freedom to camp where one wills.
Freedom to determine one's own destiny.

The various rituals, ceremonies, and beliefs based upon this concept are unimportant from the travellers' point of view, but the content of the list of freedoms may suggest something of the character of the N'Raqah.

Travellers who reject the N'Raqah offer are free to leave, with all debts between nomads and adventurers cancelled. It should be remembered that leaders who betray or abandon their people are abandoned in the Deep Desert. Obviously, the best way to enlist N'Raqah help in getting to a radio transmitter and calling for rescue is to accept the commission, mold the nomads into an army, and win the war.

Places To Go and Things To Do On Beautiful Vahjdi

This section lists some of the places where action might take place during the Vahjdin war. It is not intended to be complete; other situations may, of course, be created by the referee, as dictated by the adventure. This list is designed to allow the players greater flexibility while planning their strategy ("Mmm, what'll we attack this week?") and may be changed or elaborated upon as desired.

THE MONORAIL

The monorail represents the greatest of Talak's engineering feats on Vahjdi. Thousands of Baku workers have been used to raise hundreds of kilometers of rail, much of it elevated on concrete or steel pylons. Where the rail runs a ground level, it is a meter tall and a meter wide, an inverted 'U' in cross section; elsewhere, regularly spaced pylons raise the rail from 1 to 15 meters above the ground, smoothing the way through rough terrain, across gulleys, escarpments, and canyons, and over track-burying sand dune seas.

Talaki engineers are expert at such systems. For years, the best way to link cities across Talak's mountain-divided, glaciated wilds has been with similar monorails. The engines are steam-electric, burning crude petroleum to create turbine-driving steam. One engine can draw 5 cars at speeds of up to 80 kph; longer, heavy trains manage half that, often with 2 or 3 engines. Depots are maintained at various points, with reserves of fuel, water, and often troop trains waiting to reinforce threatened areas elsewhere along the line. Telephone cables hung within the inside of the 'U' provide for warning and traffic coordination communications; villages and depots along the way are warned when a train is moving along the line and the tracks can be cleared. Garrisons under attack can request help from the nearest depot, and breaks in the track can be quickly pinpointed.

REFEREE' NOTES: On the average, trains will pass along main-line sections of track about once every 50 hours and along spurs and branch lines once each week. A key goal of intelligence-gathering at villages, depots, and from prisoners will be the schedule and cargos of monorail trains along given track sections in the near future.

MONORAIL CARS: Various types of cars are cheaply mass-produced in the factories outside Laladjye Ur. They include:

Boxcars: Carry 50 troops (1 platoon) and their equipment, or supplies, weapons, ammo, and the like. Wide, sliding doors on either side will allow all aboard to get out within 30 seconds (1 combat round). Ports along the sides on either side of the door slide open, allowing troops inside to provide covering fire with machineguns or automatic weapons. (4 combat rounds are required to break out and set up HMGs.)

Flatcars; Used to transport prefabricated parts (especially monorail sections and pylons), armored scout cars, and heavy equipment. Most trains will have one or more flatcars rigged as guard cars, with sandbags providing

cover for eight soldiers and two HMGs and/or mortars. Water and fuel are carried in large, twin canisters strapped atop flatcars.

Ore Cars: Flatcar with sides, carrying ore from the mines to the Talaki industrial center. Usually encountered in strings of 10 to 30 cars.

The Engine: Steam-electric driven, gyroscopically balanced - the engine can haul up to 5 loaded cars at 80 kph (16 hexes). Heavier loads average half that, and that speed is halved again when the train is passing over bridged terrain (6-15 meter elevation). Trains generally have an extra engine added for each 15 additional cars. An oil car behind the engine cab carries fuel for producing steam. Typically, three men run the train, from a cab behind the boiler.

The cargo of any train is determined using the following table. The number of cars and quantity of cargo carried is determined by the referee.

DIE	CARGO
1	empty
2-3	supplies (food, fuel, water, clothing, ammo)
4	arms (2D x 100 rifles, SMGs, plus various support weapons, ammunition, explosives)
5-6	troops

These various cargos will not be apparent by looking at the train - though intelligence operations may have informed the players about what is being carried. About twice each week, ore trains will travel from the mines within the Encircling Mountains to Laladjye Ur; these will be distinctive, consisting of a number of hopper cars, in addition to other cars carrying guards and weapons. Infrequently (when determined by the referee) special trains may be encountered, including highly guarded shipments of Onnesium (see REFEREE'S INFORMATION, page 42), construction crews and equipment for building or repairing track sections, labor battalion trains carrying 500 to 1000 Bahjdins and their guards, or the special transport of the dreaded Grey Death Legion - complete with armored cars and a small 2-seater observation plane.

Attacking Monorails: The most effective way to stop a monorail is to blow it up. Rules for handling and placing demolition charges are covered in Book 4, *Mercenary*. Two different strategies may be followed.

The charge may be detonated as the train passes over it; the train will be wrecked. Alternatively, the charge could be set off AHEAD of the train (perhaps before it comes into view) just to stop it without damaging the cargo.

If the charge is detonated ahead of the train, roll 2D. The train will stop in time with no damage to cargo or occupants on 6+, with DM+2 if the train was in sight when the charge was set off, but more than 100 meters away. Exactly how far away the train is will be determined by player-referee interaction.

If the charge is set off as the train passed over, or the train was not able to stop, the following modifiers are totalled:

DM+4	On bridge (track 6-15 meters above ground)
DM+1	On elevated track (track 1-4 meters above ground)

DM-2	On ground level track
DM+3	Charge detonated under train
DM+4	Boiler explosion (occurs on 9+ if charge was detonated under the train)
DM-2	Train longer than 5 cars
DM-3	Train longer than 10 cars
DM +/- skill level	Charge placed under direction of character with combat engineering skill

The final modifier is applied to a roll of 2D. The result x 10 is the percentage of casualties immediately inflicted upon Talaki on the train (0 or less - no casualties; 10+ - all dead, wounded, or too stunned to resist). It is also the percentage of weapons or other freight destroyed. Finally, it is the saving throw needed for EACH flatcar carrying support weapons already mounted and for each support weapon carried by units aboard the train. (That number or higher must be thrown on 2D for two HMGs mounted on a flatcar emplacement to survive, and again for each HMG carried by a Talaki platoon riding in a boxcar.)

As soon as a section of track is broken, garrisons at depots and villages along the line will be aware of the fact, and troops and repair units will be dispatched to investigate. Trains kept waiting at depots will require 30 minutes to get up steam and will then approach cautiously enough that tracks blown ahead of them will not wreck them.

Characters with electronics skill and access to tools and several hundred feet of Talaki telephone cable (found, at the referee's option, at depots or aboard supply trains) will be able to apply that skill toward splicing cables AROUND a track section before blowing it - thus wrecking the track without alerting the enemy.

The elevation of a given section of track can be determined from the key to the players' map. When a hex shows two types of track present, the players can decide which type of track to attack.

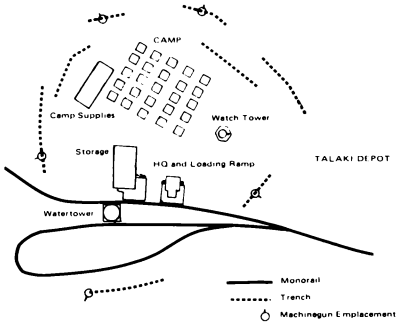
Demolitions attacks against buildings or other targets are handled by the referee. Exact blast effects for different types of explosives can be found in *Striker* and may be applied to various situations in *Uraqyad'n of the Seven Pillars*.

This adventure depends upon the adventurers capturing at least one monorail train loaded with arms and ammo. Until their arrival, with their advanced weapons, the Tech 3 nomads had no chance at all against the machineguns and armored cars of the Talaki invaders. Armed with Tech 6 weapons, trained in their use by the traveller party, and led by adventurers familiar with other forms of warfare than all-out faffad charges, the nomads will have a good chance to defeat the enemy so completely that there is little likelihood of their ever invading Vahjdi again.

THE MONORAIL DEPOT

These depots were established at various points along the rail network, to allow quick response to emergencies anywhere along the line, and to provide water stores for trains and men.

The diagram suggests a typical depot layout. A large water tower, kept filled by weekly trains from the coast, sits astride or beside the tracks, often with guards, lookouts, or machineguns on a catwalk halfway up.



A sheet-metal hut nearby provides quarters and office space for the local commander, while the garrison lives in tents. The encampment will be defended by slit trenches, bunkers, or towers, equipped with searchlights, HMGs, and light artillery.

Siding spurs allow trains to pass one another, take on water or supplies without blocking the track, or turn around. Often a troop train will be parked nearby; this is the reinforcement train that can carry troops to a threatened spot in minutes.

The size of the local garrison will vary, though there will be a minimum of 100 troops (2 boxcar loads) present for the reinforcement trains. Some bases, at the referee's option, may be quite large, and may include armored cars and even observation aircraft. Such depots will be manned by at least 2 platoons (100 men) of elite Grey Death Legionaries.

THE MINES

These are all located within the near-desert astrobleme called the Encircling Mountains. Most are strip mines, cleared layer by layer by gangs of Vahjdin slaves using hand tools and rare tractors and digging machinery. A few shaft mines have been sunk, usually where Talaki magnetic devices indicate that Onnesium (which is a powerfull diamagnetic) is located.

The mines expose nickle iron (and lesser amounts of other metals) under the crater floor. Power saws and torches cut off chunks of metal which are hauled by conveyor or by hand out of the pit and loaded into ore cars on waiting trains.

Sheet metal shacks provide offices and quarters for engineers and officers. A nearby tent compound is provided for the labor battalion, and a seqarate tent encampment for the Talaki garrison. There is little danger of workers wandering off this far out in the wilderness; camp security is directed more toward keeping roving nomad bands at a distance. At least one watchtower at each site, with searchlights and machineguns, commands the entire area. Trenches or sandbag bunkers protect key points, like loading docks, water supplies, and the garrison commander's office.

REFEREE'S NOTES: Between 500 and 1000 Vahjdins will be present in the labor battalion, with 1 soldier present for each 10 workers. 2D mine engineers and other

Talaki civilians and 2D officers will also be present. The garrison (hardship duty this close to the Deep Desert) is rotated every 2 weeks, trading places with another unit for 4 weeks near Laldjye Ur. Trains bring in supplies and more workers about once a week.

If the workers are liberated by an attack, 10% to 60% (1D) will join the nomad army. Transportation must be provided for the others, however, or they will starve. (Not all, nor even most, will be physically able to join the resistance. Others will want only to return to their families - or to escape the reach of their ex-bosses!)

THE TALAKI INDUSTRIAL PARK

A peninsula just outside Lalakjye Ur has been walled off by the Invaders into an easily-defended location for all their Vahjdin industry - factories, smelters, assembly plants, and the like. The buildings are mostly sheet-metal, quonset hut type constructions raised hastily by forced labor. The nexus of the monorail net lies just outside this area, and most of the factories have loading docks built right alongside a track spur.

Much equipment, heavy machinery, and precision equipment, of course, has been brought to Vahjdi from Talak. As much war material as possible, however, is manufactured on Vahjdi, since the primitive Talaki space effort must still count every kilogram on interplanetary flights. In particular, monorail track and pylons and the cheaply constructed monorail cars are almost entirely products of Vahjdin industry.

Power for the complex comes from a primitive fission power plant buried under a hill at the tip of the peninsula. This installation is, of course, heavily guarded; only Talaki are allowed to pass through the single entrance, and two battalion-strength units are stationed in the immediate area. At least one elite Grey Death Legion battalion is permanently stationed outside the park, near the spaceport.

REFEREE'S NOTES: It will almost certainly occur to the players that attacks on Talaki factories, the power plant, or the like will lead to a quick way out. They will find, however, that nothing short of an all-out attack by many thousands of Vahjdins can breach the Invader defenses in the area; by the time the industrial center becomes vulnerable, defenses will be crumbling everywhere, and the war nearly over, for all intents and purposes. Sneak raids, commando actions and the like might be attempted, but against enormous odds, and with little practical value.

If attacks on industrial targets are called for during the course of the adventure, the referee can diagram the target, using any reasonable method to create local defending forces, gun emplacements, and encounter tables.

It should be noted that attacks of the fission plant will be particularly difficult. Blowing up the control room, or removing the dampening rods set into one wall of that room will NOT result in an atomic explosion; there will be a chance (10+) of a core meltdown which will spread redioactive steam over much of the capital city region. The reactor can be shut down by pushing the dampening rods in as far as they will go, or by blowing up the control room (9-). Shutting down the reactor will shut down the various industries on the peninsula but will not affect the capital, the monorails, or the power supplies of various army encampments or guard posts in the area.

Ten lead containers of Onnesium (see REFEREE'S INFORMATION, page 42) may be found in a safe with an electronic lock in the reactor control room. One Talaki civilian technician will have the device to open it.

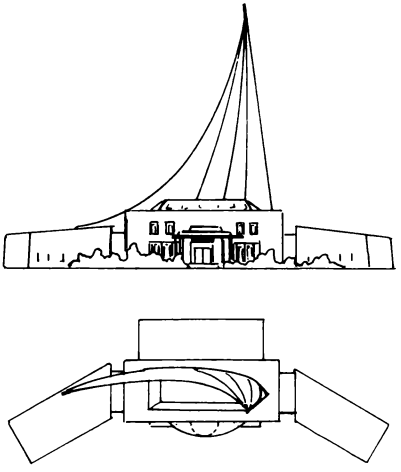
THE SPACEPORT

This is little more than a burned-over field along the coast where winged, orbital ferries land, bringing troops and imported machinery and parts down from orbit. The control building houses the planet's only approach radar, and a room-sized vacuum-tube computer. Beside the water is a small plant which produces hydrogen and oxygen by electrolysis, liquifies them, and stores them for rocket fuel.

REFEREE'S NOTES: The spaceport will be another tempting target, but it will be another dead end, with little practical value (although incoming reinforcements might be intercepted, if it was known they were coming). The radio in the control building will prove to be limited in range to surface-to-orbit, too short to attract FDI's notice on an interplanetary scale. There will always be a number of rockets on the field - but readying and launching one is impossible without the active cooperation of the control building crew.

At least one 2-seater observation plane will be parked at one end of the field. As nomad armies approach the capital, it will be used for reconnaissance; it may also be held as a last-resort escape for Sittark himself.

THE SKY PALACE



The diagram shows the general layout of the Baku Sky Palace. Once, in less grand form, it was the center of government for Laladjye Ur and nearby villages. When Kurajrajahabri set out to unite his world, he added floors and wings to create what was by Vahjdin standards an impressive imperial palace. When the Talaki arrived, they took the place over, using it as headquarters for their occupation, and quarters for Sittark, Rinjl, and other high officers.

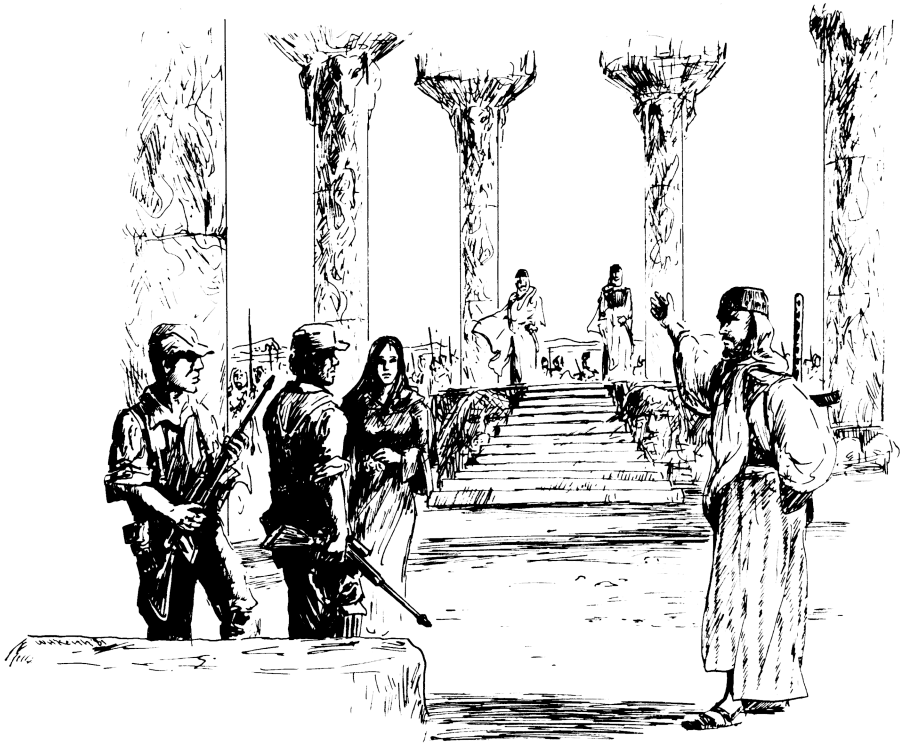
Various rooms are devoted to administration, project planning, and map rooms. A special honor guard of Grey Death Legionaries is always stationed at the entrance to the palace and at sentry points throughout the building. Regular army units are stationed nearby.

REFEREE'S NOTES: Whatever the tactical value of such a strategy, storming the Sky Palace will be the prime objective of nomad armies attacking the capital. Of course, this will be impossible until the very last days of the war, for Grey Death units can be expected to turn the palace into a fortress, bristling with machineguns and crossfire traps.

A basement passage, shown in detail on the reverse of the accompanying map, leads to what used to be a wine cellar. Now, this cellar has been divided into rooms - one of them filled with the radio equipment used by the Triumvirs to stay in touch with their government, back home on Talak.

During the final attack on the palace, Sittark and his highest officers will lock themselves in this improvised bunker, with an HMG emplaced in the passageway outside. The players will have to capture the cellar WITHOUT damaging the radio equipment inside - which is their only passport off Vahjdi. Sittark will never surrender; his capture or death, and the broadcasting of this news to Talaki defenders from Sittark's own command bunker, will end the war.

A direct attack on the Sky Palace may also be justified in that it will save civilian lives within the capital that might have been lost during a prolonged siege.



At the Seven Pillars

The Map

Vahjdi is a twilight zone world, with, for various reasons, only a narrow sliver of land, east of the Ur-Chawathu, habitable by humans. This region, some 500 kilometers deep, is shown on the 11" x 17" map included in this booklet. Principal areas and terrain types shown on the map are described below:

UR-CHAWATHU: "Windsource Sea" - created by meltwater from Nightside glaciers, several hundred kilometers further west. Its waters make the coastlands arable, and its presence moderates what otherwise would be intolerable climatic extremes. Its name comes from the fact that cool, moist air from Nightside always blows off the sea, warming and rising as it moves inland. (Hot, dry air from Dayside moves in the opposite direction at higher altitudes, collecting rising water vapor on the way and returning it as snow to Nightside.)

KAIJUR-JAH: "Seaborn Lands" - the fertile, subtropical lowlands along the coast. Here the Baku - Coastdwellers - have built their stone-walled cities. Much of the land is cloaked in thick vegetation, though large tracts have been cleared for plantation-farms.

VAHAJAH: "Brownlands" - rising from a steep escarpment above the lowlands, becoming drier and more barren, these are Vahjdi's badlands - arid, rocky near-desert. A few oasis and artesian wells occur here and there - generally with a Baku village and a few farms around it. Enough desert vegetation - particularly a weed called eschjik-jik - exists to feed wandering herds of nomad faffad'n.

KAPAK'N: "Hills" - rugged, low-lying hills which break up the badlands. Since the Talaki invasion, they offer refuge for numerous nomad tribes - and occasional bandits.

UR-JARWEHJ: "Sand Sea" - areas toward the Deep Desert of soft sand and dune seas. Utterly barren, the sand seas are crossed, but not inhabited , by nomads.

KAP-ALTHAJWAH: "Encircling Mountains" - in fact, an old meteor crater 45 kilometers across and a kilometer deep. The Talaki mines are in this area.

KA-KACHRA, KA-KINCHRA: "North Wall," "South Wall" - two mountain ranges which serve to isolate and protect the habitable region of Vahjdi from the surrounding desert. Once the continental shelves of a much larger sea, they have been left stark, unclimable, and barren by the drying oceans. In popular thought, they are called "Kathwa'n" - "Guardians." Nomad myths about vanished tribes and strange lights are associated with the South Wall.

N'SAQ HASSIKJAH: "Land of Eternal Day" - also known as "T'kahrejyi" or "Deep Desert." Arbitrarily marked by the line of longitude where the sun never sets, just east of the Encircling Mountains. Toward the Dayside's center, with the sun at the zenith, the temperature exceeds 90° C.

KA-VAHAJAH: "Brownlands' Wall" - the name for the escarpment dividing the lowlands from the Badlands. It averages 250 meters tall, with a 45° angle. It can be climbed - with some difficulty; several native roads and Talaki monorail bridges cross it.

Resolving Engagements

In the early stages of the war, the scale of battles will be fairly small; nonetheless, the referee will often find that any attempt at a detailed, man-to-man simulation will be difficult to resolve. To streamline such actions, the following set of rules is provided, offering a free-form combat system based on both basic *Traveller* and *Mercenary*. For more detailed simulations, referee are encouraged to try *Striker*, GDW's new *Traveller* miniatures combat rules.

ENCOUNTERING TALAKI TROOPS: The referee will be responsible for regulating the number of troops involved in any particular combat. Though some actions will be one-sided in numbers, most battles should be balanced so that victory for the nomads is difficult - but not impossible.

The quality of any given Talaki force is determined by rolling two dice on the table below:

2-4	Shalik (Baku militia)
5-9	Keeshik (regular Talaki troops)
10-11	Yurik (veteran Talaki troops)
12	Talakchi (elite Grey Death Legion)

DM+1 in Coastlands
DM+1 if Talaki attack

If he prefers, the referee should feel free to substitute any other means he wants in order to determine the quality of troops involved. Again, balance requires that no one force be encountered in overwhelming numbers; certainly, elite troops should be used only occasionally.

In large battles, forces of more than one type may be met. Several Talaki units may be created and positioned by the referee, each with its own morale. The referee can use 3" x 5" cards or notebook paper to keep track of each unit. The details are left up to the referee.

INITIAL CONTACT: When a battle begins, the rules dictating encounter range discussed in Book 1 should be used. Terrain is at the discreation of the referee; normal modifiers will occur. If an encounter begins with a demolitions attempt, the initial range may not be less than medium.

Book 1 surprise rules are also in effect. An extra +1 DM is applied if the attack opens with demolitions activity. Unless the referee otherwise states, Talaki leaders are treated as Leader-0, Tactics-0; this may be changed as needed.

MAPPING: Once all initial information has been determined, the referee should prepare a sketch map of the overall situation. This is done to allow visualization of terrain; if desired, markers may be used on the map to denote movements of various units, hardware, or individuals. Sketch maps of some potential targets are included in an earlier section (see PLACES TO GO AND THINGS TO DO ON BEAUTIFUL VAHJDI, page 20).

Either notebook paper or graph paper will work well for situation maps. The grids or lines correspond to the bands of range discussed in Book 1, each equal to 25 meters of distance. Sand dunes, boulders, hills, and other obstacles may be suggested, but no cover should be provided closer than the minimum encounter distance. The complexity and detail of the map is up to the referee.

The initial location of all support weapons - mortars, machineguns, etc. - should be noted on the map. Adventurers and tanks, who also provide support,

firepower, can be marked with a token to show movement during the course of the battle, or their paths from turn to turn can be drawn in with a pencil. Bodies of troops on each side will be mobile but will generally occupy only one band at a time.

RESOLVING COMBAT: Each round of combat reqresents about 30 seconds (one *Striker* round or two basic *Traveller* rounds). During these rounds, each side - the N'Raqah under player control, the Talaki under referee control - will determine basic movement and posture.

STANCE represents the side's overall posture on the field. Forces may be Defending, Attacking, Retreating, or Wavering. The latter is an involuntary stance that occurs if a force has been broken and rallied in a given round.

MOVEMENT SPEED is also determined. Defending and wavering troops do not move; other forces may proceed at a Cautious (½ band per round), Normal (1 band per round), Running (2 bands per round), Mounted (on Faffad'n, 3 bands per round), or Vehicular (5 bands per round) rate. These rates are compared, and the change in distance between the two sides determined, much as in standard *Traveller* combat rules.

Morale checks are made each round by rolling 2D against a unit's morale value. If a unit fails a morale check, it must be rallied, or it will flee. A morale check is also required any time a force shifts to Attacking Status.

Hand-to-hand combat occurs when the range between forces is reduced to 0 bands. At this range, the nomads receive a tremendous morale advantage over the Talaki, who rely on support weapons to keep the N'Raqah at bay.

TACTICAL MANEUVERS: Though the rules leave little scope for specific tactical maneuvers, certain basic tacts can greatly influence the course of the battle.

Forces may be designated as 'Reserves.' They are not counted in any way towards the forces committed to the battle unless released. When released, reserves are placed at the same range as the initial forces; they move and make morale checks normally from then on. Once they enter the battle, they are considered 'fresh' troops who may alter the balance of morale. Reserves must be assigned leaders. Their morale is considered to be the same as for the initial force.

Flanking forces may also be specified. Up to three such forces may be put into action. Each enters as a Reserve force; in addition, each flank force which joins the battle may roll again for surprise. Surprise benefits are cumulative. Flanking forces must each have at least one leader. Their morale is handled in the same manner as reserves.

MORALE: Morale is determined for each side on the basis of the basic Morale Levels given below. These are modified by certain strategic aspects covered in CAMPAINING ON VAHJDI, page 14. The morale is further modified by the table below. During each round, each side must pass a Morale Check on two dice. A result less than or equal to the Morale Level allows the force to stand and fight for another round; a result greater than the throw causes the unit to BREAK.

BASIC MORALE VALUES

Shalik (Baku militia)	4
Keeshik (regular Talaki troops)	7
Yurik (veteran Talaki troops)	9
Talakchi (Grey Death Legion)	11
N'Raqah	9

Outnumbered	0	0	- 1
Outnumbered 10:1	- 1	0	- 2
Outnumbered 100:1	- 2	- 1	- 3
Surprised	- 1	- 1	- 2
Leader has tactical advantage	+ 1	+ 2	+ 2
Retreating stance	- 1	- 1	- 3
Wavering stance	- 2	- 1	- 2
Defending stance	+ 1	+ 2	- 2
Attacking stance	0	+ 1	+ 2
Cautious speed	+ 1	+ 1	- 1
Normal speed	0	0	0
Running speed	- 1	0	+ 1
Mounted speed	0	0	+ 2
Under fire, auto weapons	- 1	0	- 1
Under fire, machineguns/mortars	- 1	- 1	- 3
Under fire, adventurer weapons	- 2	- 2	- 4
Under fire, grenades and RAM grenades	- 3	- 2	- 4
Hand-to-hand combat	- 2	- 1	+ 3
Reserves arrive this round	+ 1	+ 1	+ 2
Under attack by fresh troops (reserves)	- 2	- 1	- 2
Loss of each friendly support weapon, this round	- 1	- 1	- 3
Loss of each enemy support weapon, this round	+ 1	+ 1	+ 3
Enemy retreated this round	+ 1	+ 2	+ 2
Side has been broken once this battle	- 2	- 1	- 3
Commander of side lost (dead or seriously wounded) this round	- 1	- 1	- 3

Other modifiers may be introduced as the referee desires.

RALLYING: A force that fails a morale check may be RALLIED by a leader. Rallying is, in effect, an extra morale check, done in the same fashion, except that the modifiers in the table are ignored. The only modifier allowed on a rally attempt is a positive number equal to the leader's Leadership skill, if any. One rally attempt may be made for each leader present. Rally checks are made until the side rallies or no leaders remain.

Sheva serves as a special N'Raqah leader. If present, she will attempt to rally troops, but only if no other rally attempt is successful. Adventurers may try to rally N'Raqah forces but are not required to do so.

Leaders in Talaki units are discussed in a later section (see TALAKI MILITARY ORGANIZATION, page 38). Each N'Raqah tribe has one leader, the Uraq.

Each time a unit breaks and is rallied, a DM—1 is added to later rally die rolls.

SUPPORT WEAPONS: Support weapons include light and heavy machineguns, mortars, scoutcars, and the grenades and grenade launchers of the adventurers. These have important influence on the battlefield and are key targets of any engagement.

Talaki support weapons will always attempt to eliminate N'Raqah support weapons each round. For each support weapon available to the Talaki, the referee rolls two dice. On an 8+, the attempt is successful. Any other result means a miss. Offworlders carrying grenades and RAM grenades cannot be suppressed in this manner. The material in Talaki Military Organization, page 38, will give the referee an idea of the number of support weapons to include in a given battle.

Both the N'Raqah and the player-characters have a great degree of control over their actions. Suppression of Talaki weapons is voluntary, rather than required. The support weapons of the N'Raqah will consist of what they have captured, plus what the adventurers can provide.

Support weapons vary in abilities and uses. The list below will outline a few of these.

Machineguns:	Range is 60 bands. Machineguns may fire in any round in which troops start at least 1 band away from the defenders. They may be suppressed by any other support weapon attack. The difference between light and heavy machine guns lies in size and mobility, but these have no effect on these rules. HMGs take 4 rounds and 2 men to set up or dismantle; LMGs take 1 round and 1 man.
Mortars	Range is 60 bands. Mortars may be set up out of direct line of sight and then fire with direction from a forward observer. If so; they may only be attacked if the enemy uses indirect fire as well. They may not attack forces which enter their band of range that round. Once emplaced, they cannot move.
Grenades	Hand grenades are used at ranges 0 and 1 only. They may not be suppressed. Only the adventurers are armed with grenades. There are a set number of them available; when these are used up, there are no more.
RAM Grenades	Only adventurers use RAM grenades. Range is 20 bands. RAM grenades are never suppressed and, like grenades, are expended.
Scout Cars	These are 6-wheeled armored vehicles armed with 2 HMGs in a revolving turret. They may move up to 2 bands in a round. Mortars and RAM grenades are the only weapons that can destroy a scout car; a 10+ is required to do so. More elaborate rules are given in *Striker*.

AMMUNITION: RAM grenades and hand grenades are specifically expended during suppression attempts. The adventurers may also expend regular ammo during the course of a battle. If they designate their active participation in the battle, they will use up 1D shots each round. If they choose not to fire in a given round, the referee may, at his discretion, impose a -2 morale penalty on the N'Raqah.

CASUALTIES: At the conslusion of the battle, each side determines the total casualties suffered. A basic throw of 1D-1 is made. DM+1 if the side was fired on by machine guns, DM+1 if fired on by mortars, DM+1 if fired on by scout cars, and DM+1 for each failed morale check. The total number x 10 is the percentage casualty figure for that side; it may exceed 100%. The number is further divided by the rate by which the force outnumbered the enemy (e.g., a force starting at 100:1 odds divides the final number of casualties that would be suffered in a straight percentage by 100); round fractions down. The resulting number re presents people killed, wounded, or captured by the enemy. The exact numbers of captives are determined by the referee, based on the tactical situation. In some cases, the percentage casualties number will refer only to killed and wounded, with the survivors being prisoners. More often, the survivors will escape, and prisoners will be numbered with the casualties.

INDIVIDUALS IN COMBAT: Player-characters and certain NPCs will be important to the outcome of the battle. They will also run the risk of death or injury.

Some non-player characters - tribal leaders, Talaki officers, NCOs - are leaders able to command and rally bodies of troops. They are considered to have Leader-0 unless otherwise specified; use of this skill in any given round of combat will expose the character to enemy fire.

Characters commanding or rallying troops must check for possible hits each round they perform these leadership activities. A saving throw is 5+; failure to make the throw results in injury or death, as determined by a further roll. A throw of 5- indicates a flesh wound, with 1D damage. A 6-9 indicates a light wound (one characteristic reduced to 0), 10-11 a serious wound (two characteristics reduced to 0), and 12 results in the character's death. All additional considerations of wounds are handled as usual.

The Talaki also have Forward Observers available for indirect fire mortars. These NPCs usually have Forward Observer-0 skill; they may be attacked by player-characters seeking to suppress a mortar's fire. To find an FO, roll 9+ (modify for Tactics and FO skill). To hit, roll 8+. If the Talaki Forward Observer is killed, he will not be replaced for 1D rounds.

Player-characters are governed by the same basic rules but in greater detail. Any time a character is using any specific skill to influence the course of the battle (Leadership to command or rally, Forward Observer to call in fire, Gun Combat to influence a 'to hit' roll in support fire suppression, etc.), that character must check as outlined for NPCs above. DMs on the nature of the action are applied: commanding or rallying, DM-2; firing a weapon, DM-1.

ENDING COMBAT: In any round that a failed morale check occurs and all attempts to rally the force fail, the referee rolls one die. This yields the number of additional rounds to be resolved before declaring the battle over. The winning side can declare an intention to pursue (unless their morale breaks in the same round and they also fail to rally); if they do, a new battle may be set up. The side that flees the field is considered the loser. If both sides flee, the larger side is the loser.

Wounded NPCs are captured by the winning side on a roll of 6+ after the battle. A wounded player-character may be captured if the nomads lose, unless other character role-play an attempt to rescue him.

VERY LARGE BATTLES: These rules work best with no more than 1000 to 1500 men on a side. Battles involving larger numbers of troops should be resolved abstractly. It is possible to blend an action on this scale into a larger battle - but that is outside the scope of this adventure.

AFTERMATH: Standard guerrilla tactics call for the raiders to disengage and fade into the desert once the attack is completed. There will always be a chance of pursuit that will cause the guerrillas a great deal of difficulty, particulary in the wake of a defeat or in the face of an intensive search.

When a battle is completed, the referee continues to resolve actions on an hour-by-hour basis for several hours. If the adventurers have captured a monorail, they will need 1D-3 hours to unload it. Players may choose to carry out additional raids on nearby targets, or they may try to disengage entirely to return to camp. Their movements can be followed on the map.

Each hour, the referee checks for Talaki pursuit. On a roll of 10+, Talaki

patrols will discover the party, and a new battle will result. There are several modifiers applied to this basic roll.

Talaki defeated in past battle	- 2
Nomads defeated in past battle	+2
Talaki depot within 5 hexes	+1
Talaki elite troops in battle	+2
Each N'Raqah raid within 10 hexes during the same week	+1
Each hex between current nomad force and last battle hex	- 1
Hex in Coastland areas	+5
Nomad force less than 50	- 2
Nomad force 50 to 100	- 1

After six hours have passed without another battle, the rolls are no longer made hourly. Roll every 12 hours. If the players indicate that they are not going to make further raids that week, then the sequence is completed. If, however, they are planning further attacks, increased security is reflected by continuing rolls on a semi-regular basis (the referee may make them as he wishes - probably just as the party approaches a new target).

SEQUENCE OF RESOLVING ENGAGEMENTS

I. Preliminary
   1. Determine force compositions and morale.
   2. Determine initial contact range.
   3. Determine surpise.
   4. Determine presence of reserves or flanking forces.

II. Battle Sequence
   1. Talaki and N'Raqah stance and speed determined.
   2. Support weapons suppression.
   3. Morale checks for each side.
   4. Rally attempts may be made. Check rallying leaders for hits.
   5. Commitment of fresh troops determined.
   6. Repeat steps untill battle is over.

   Note: Player-characters (and NPCs, if any) may take casualties in any step where a skill is used, for example, leaders in step 1, support firing characters in step 2, rallying leaders in step 4.

III. Conclusion
   1. Determine casualties for each side.
   2. Determine number of prisoners taken.
   3. Go to procedure for escaping pursuit.

FDI Briefing Data

This section includes information given to the adventurers during their trip to Vahjdi. The referee can pass it on to the players whenever they need to know it, introducing it with 'You remember from your briefing that . . .' The players may also have access to this section at any time during the course of the adventure.

The data for the Talak System is presented as a computer printout and includes information that will tie the adventure together.

TALAK SYSTEM

System Data -

Talak: Cabala/Far Frontiers 0707. Local star name (Klehau) Nijet. Red Dwarf. System includes four planets (one gas giant) and numerous asteroids.

Planetary Data -

TALAK D687839 6 Industrialized

Planet II - primary inhabited planet of system. Orbital radius 4284000 km. Orbital period 78 standard days. Rotational period 6.78 days. Diameter 10899 Km. Density 1.05. Surface Gravity .89 G.

Characteristics: eight small, equatorial continents. Most land is rugged, mountainous, with narrow fjords and numerous glaciers. Talak is at the outer boundary of its star's habitable zone (mean equatorial temperature 8° +/- 10° C). Talak is inhabited throughout the equatorial regions by humans of Vilani descent - Tech Level approximately 6.

VAHJDI D651769 4 Non-industrial

Planet I - secondary inhabited planet of system.

Orbital radius 36720000. Orbital period 62.6 standard days. Rotational period 62.6 days (tidal lock with primary). Diameter 9604 Km. Density 1.13. Surface gravity .85 G.

Characteristics: with one hemisphere forever facing its sun, Vahjdi's Dayside is inhospitable desert, its Nightside icecap and frozen tundra. Glacial melt water forms a small sea which makes habitable one sliver of twilight region land. Humans inhabit this area; two cultures are predominant coastal village--dwellers of Tech Level 4, and near-desert nomads of Tech Level 3. A single large, close moon creates a libration effect which produces a brief period of darkness in the twilight zone about once a week.

HISTORY: Talak was, until recently, a collection of rival states at war with one another. Human occupation of the system goes back at least two thousand years, probably to early human colonizing efforts in the region, efforts that proved abortive and resulted in a scattering of technically primitive lost colonies in several local systems.

Talak's internecine wars ended ten years ago, when one of the more powerful states, named Kartuk, developed primitive fission weapons and broke the military stalemate. Talak is now united under a senate of Kartukan military officers led

by a Triumvirate elected from the senate's own ranks.

As with all dictatorships faced with peace, Kartuk needed some outside foe to unify the people in purpose and willingness to accept hardship. The technology which won the war was marshalled toward the conquest of space, and soon fleets of primitive transports were making the crossing to Vahjdi, bringing civilization and unity to the barbarians discovered there.

This development shocked FDI observers; no one thought Talak capable of such an undertaking at her persent level of technonlgy. Talak and Vahjdi have similar orbital velocities and pass, at their closets, within several million kilometers of one another. About every two standard years, the two worlds are quite close for almost six months and a crossing made by chemical rockets takes just a few weeks.

The Vahjdins were overwhelmed by Talak's comparatively advanced weaponry especially her machine guns. The Coastlands and the inland Baku settlements were conquered and garrisoned within a few weeks, and the Talaki Invaders began organizing the population into a workforce, creating a series of mammoth engineering projects. Mines were dug and stripped, smelters built, and a primitive fission pile was assembled and bunkered into a hillside near the native capital. Most impressive, chains of elevated steel rails began to link towns and mines across the badlands; steam-electric monorails, such as were common in the moutains and glaciated terrain of Talak, began to carry ore and soldiers across the conquered land, drawing the Invaders' stranglehold tighter.

Only the N'Raqah, Tech 3 herders and nomads, remained free. These the Invaders were hunting down in systematic campaigns of extermination. The probable fate of thses barbarians was of little interest to FDI, however. As the rulers of Vahjdi, the Talaki were the ones FDI approached to obtain certian unspecified trade and exploitation rights . . . unsuccessfully, as it turned out.

VAHJDI'S NATIVES

The original colonists of Vahjdi long ago split into two distinct peoples, each with different customs and philosophies.

BAKU: These are the coastdwellers and city people of Vahjdi. Scornfully called 'Baj-uku' (washers with water) by the nomads, the Baku have achieved a pre-industrual tech 4 civilization in small cities and oasis-centered villages through out both the coastal and badlands areas.

Until recently, each village governed itself; the last native ruler of Vahjdi's largest city, one Kurajrajahabri, managed to unite the cities and inland villages into a single political unit ruled from his capital at Laladjye Ur (Sea Jewel). Kurajrajahabri has vanished - killed or imprisoned - and the Talaki now rule from Laladjye Ur.

The Baku are generally short, fair skinned, and dark haired. Lower classes are farmers, artisans, and fishermen. (The unvarying sea breeze has discouraged the invention of sailing on Vahjdi, but a few oared boats venture upon the Ur-Chawathu.) Upper classes live in stone mansions with open roof-gardens, wear colorful robes woven from a silk-like plant fiber and, until the coming of the Talaki, ruled the populace with only moderate inefficiency. Most now try to carry on as before, though large numbers of all classes have vanished into the labor battalions.

N'RAQAH: These nomads grouped into clan-tribes lead by an Uraq - often a respected elder, sometimes an individual elevated to authority by wealth, popularity, or combat prowess.

Inseparable from the namads are their herds - the superbly desert-adapted faffad'n. These tripedal grazers provide meat, milk, leathery hides, transportation, and wealth for the N'Raqah. The nomads are held in half-legendary awe by the Baku for their ability to ride hundreds of kilometers, eating and sleeping while mounted.

N'Raqah warriors are also renowned for their accuracy with yjid (bladed bolo) and musket. The muskets are distinctive - 2 meters long, and designed to take a socket pike head in the muzzle after firing. Some Uraq'n carry a pistol version, .75 meters long with a heavy barrel that doubles as a club.

The Uraq of each tribe is that tribe's ultimate authority - law giver, judge, and military leader. He is guided by personal advisors and by long, memoraized lists of tradition and lore.

N'Raqah wear loose robes and flowing headgear - light-colored to reflect the desert heat. Many wear armor - cuirasses and helmets made from leather soaked and shaped in water, then dried metal-hard. The people average taller than the Baku, with darker, weathered skins. They have great endurance and are able to survive for long periods in the desert, knowing how to find water under the sand, in certain plants, or in cleverly rigged condensation traps.

DWERROLJ: This is a sub-group of native Vahjdins, closely related to the N'Raqah, though distrusted by Baku and nomad alike. The Dwerrolj live in several Voj, or caravan families, and wander along set routes between various badlands cities and the Coastlands. They are traders, mostly, and serve to move produce and crafts throughout the human community on Vahjdi. Each Voj consists of a number of faffad-drawn wagons, in which the Dwerrolj live and upon which they carry their goods. Their contact with Baku cities has given them a higher tech level than their nomad cousins; many are armed with rifles or revolvers against bandit attacks.

IMPORTANT TALAKI CHARACTERS

Sittark, Army General 695A9A Age 50 8 terms Cr-unlimited
Leader-3, Admin-3, Tactics-3, Ground Car-2, Auto Pistol-3, Rifle-1 Auto Pistol

Prime mover of his world, Sittark is ruthless, short, pale, suspicious, and moody. He hates Vahjdi, its hothouse climate and barbarian inhabitants, but he came personally to Laladjye Ur when the initial war against the N'Raqah did not go well. He brought Rinjl with him, probably because he did not trust his Second-in-Command's political aspirations back on Talak. He professes to have Talak's best interests at heart but in fact gives preferential treatment to Kartukans and tends to think of the majority of his army as conquered peoples - which many of them actually are.

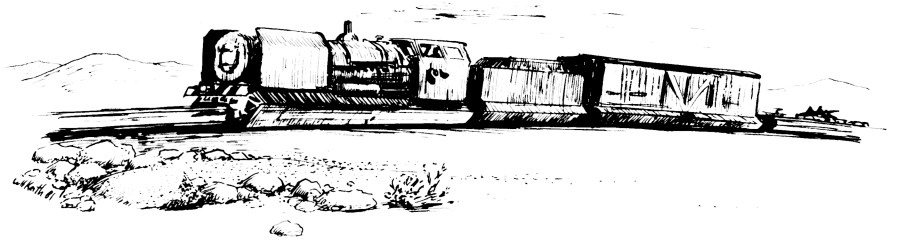
Sittark is a dangerous man who will never surrender, whatever the circumstances. He commands absolute, almost fanatical loyality from his elite troops - the Grey Death Legion; the rest of his army is loyal insofar as they see victory under Sittark as the only way to get back to the decently cool climate of home again.

Rinjl, Army General 485989 Age 42 6 terms Cr- unlimited
Gambling-3, Tactics-2, Leader-1, Ground Car-2, Rifle-1, SMG-1
Electronics-1 Auto Pistol

Once he was a fair field commander in the Talaki unification wars, but soft living and high honors have sapped his vitality. Government gives him little outlet for his one-time genius for light armored warfare. He spends his time on Vahjdi in his air-conditioned quarters eating and wishing he were back in the pleasant cool of equatorial Kartuk. He has political supporters among Talak's senate, but Sittark's dragging him to Vahjdi has cut him off from his power base. By this time he's willing to do almost anything to end the war and go home. Rinjl loves luxury. Fine foods and drink, personal comfort, and a small army of servants are his idea of proper living.

Kerrim, Army Colonel 99BCA6 Age 38 5 terms Cr- unlimited
Tactics-4, Leader-3, Forward Observer-1, Tracked Vehicle-1, Rifle-1
Wheeled Vehicle-1, SMG-2 SMG

Newly arrived from Talak, this individual has been given charge of four mobile platoons of Grey Death Legionaries, with the task of pacifying - once and for all - Vahjdi's nomads.



Referee's Information

THE TALAKI INVADERS

The soldiers who have conquered Vahjdi are far from a homogeneous mix. The war which united Talak ended in the Imperial year 1095, and even now after twelve years national rivalries and hatreds persist, even under the banner of 'United Talak.' While the elite and veteran Talaki soldiers are Kartukan, many more of the regular forces are from old Talaki nations that fought alongside (or even against!) the old Kartukan Hegemony and have no love for Sittark or his vision of manifest destiny.

In addition, Vahjdi is something of a hell-planet to men born and raised in a chilly, alpine land. Some of the men have been assigned to this hardship duty for five years, now, and their only real hope of getting home is the end of the war. This knowledge keeps them going, hunting down nomads, garrisoning villages, and patrolling depots . . . for now, but defeates which may extend the war affect Talaki morale seriously.

THE ARMY: There are currently 8000 Talaki on Vahjdi. Of these, about 500 are administrators, engineers, factory workers and supervisors, and other civilians. The Grey Death Legion, a Kartukan elite fighting unit with a long and battle-proud history, accounts for 1200 men. Perhaps another 2400 are main-line Talaki combat veterans. A 1200-man engineering unit is responsible (with levies of forced labor) for the many construction projects. The remainder are soldiers from various Talaki nations, conscripted into the Talaki world armed forces when national identity ceased to have real meaning. These last have the poorest morale and no sense of mission, though they will fight when ordered to do so and are reasonably competent.

In addition, some 5000 Baku have been organized into a planetary native militia under Talaki officers. While not yet trusted with offworlder weapons and not enthusiastic in their support for the Invaders, they can be trusted to help keep the peace, for their own villages and families are hostage to their good behavior. Their cheif duties include garrison patrol under regular Talaki units, curfew and police details, and the like.

TALAKI MILITARY ORGANIZATION: The basic Talaki unit is a fireteam of four men. Two of these form a squad which may be either basic infantry or support. Infantry squads are armed with rifles, auto-rifles, or SMGs. Support squads carry HMGs, LMGs, or mortars. An NPO provides leadership in the absence of higher authorities. Talaki troops show little individual initiative.

Light machinegun squads are armed as basic infantry, with one man from each fireteam handling an LMG while the other squad members provide covering fire.

Heavy machinegun squads are equipped with 1 HMG per fireteam, manned by a gunner and a loader. At least one HMG squad will be attached to each monorail train, the HMGs mounted on a flatcar behind sandbag barricades.

Mortar squads carry 1 mortar, manned by one fireteam, with the other fireteam providing support and a Forward Observer.

Two regular infantry squads and one support squad (24 men) are organized into sections which are led by an NCO. He will function as a leader when no higher authorities are available.

Two sections, plus an officer and an NCO (both leaders), form a platoon of 50 men. This is the standard Talaki unit found on monorail trains, in large garrisons or depots, and the like.

EQUIPMENT: Mortars and light machineguns are discussed in Book 4, *Mercenary*. Information on the Heavy Machinegun is given below.

The heavy machinegun is mounted on a tripod and requires a crew of two. Length 165 cm; gun weight 38 kg; tripod weight 20 kg; base price Cr 3000. Ammunition costs Cr 300 per 100-round belt. Tripod costs Cr 500. A water cooling jacket enables the HMG to fire for extended periods, weighs 17 kg, and costs Cr 500. HMGs are fully discussed in the *Journal of the Travellers' Aid Society*, Issue 9.

Extreme range for an HMG is 1500 meters. Roll three times to hit for each burst. Each hit results in 5D damage. Required dexterity is 7 (with a DM-2 penalty); advantageous level is 10 (DM+2). For additional information, consult the *Journal* article or *Striker*.

TALAKI ARMORED CARS: These are six-wheeled vehicles, carrying co-axial heavy machine guns in a small turret. Various models were developed during the Talaki unification war for attacks on cities; they were largely responsible for the quick initial victory of the Invaders on Vahjdi. Now, they are used as terror weapons against the nomads who, before the coming of the adventurers, could not stand up to machine gun fire.

Armored cars will most frequently be encountered operationg with the Grey Death Legion - one car is generally assigned to each platoon. When detachments of the Legion move by rail, the armored cars are carried two to a flatcar, with ramps stowed aboard for quick detraining. Other armored cars may be encountered in depots (9+ for 1D-2 vehicles), patrolling the roads in the coastal lowlands (encounters handled by the referee), or on guard within the capital, the spaceport, or the industrial park. Altogether, perhaps 50 of these vehicles have been brought to Vahjdi.

When pursuing nomads into the desert, the armored cars will halt and the crew will mount tracks over the rear sets of wheels, an operation that takes about 1 hour. This allows the vehicle to maintain its off-road speed in soft sand or rough terrain.

Armored cars may be destroyed by mortar fire or RAM grenades, on a roll of 10+.

TALAKI LEADERS AND NPC'S: The referee will be called upon from time to time to create Talaki characters - soldiers met in individual combat, prisoners, or guards or members of patrols. These characters can be generated in the same way as other NPCs or can be drawn from *Traveller* Supplement 1, *1001 Characters*.

The notes on Talaki organization above give the numbers of officers and NCOs in each unit. These numbers determine the number of attempts that may be made to rally a unit during a combat round. Skills in leadership or tactics may be given to various Talaki leaders as desired; for simplicity, treat all skills as Level-0.

In all rally attempts for the Talaki, check the lower ranking leaders first (as opposed to checking high-rank leaders first for the N'Raqah). This reflects the

military discipline of the Talaki (as differing from the Charismatic leadership of the nomads).

STRIKER

Players and referees familiar with GDW's *Striker* may find an added dimension in their adventure on Vahjdi by resolving battles in *Uraqyad'n of the Seven Pillars* with miniatures combat. It should be noted that *Striker* presents a system of man-to-man combat resolution; large-scale engagements involving hundreds of men or more may be better handled with pencil and paper. For small-scale actions, however, *Striker* rules and *Traveller* miniatures from *Martian Metals* can be combined to give a graphic, realistic simulation of desert guerrilla warfare.

Morale values for the various contingents in the Vahjdi campaign are drawn from the *Striker* rules. For *Striker* force equivalents see table on page 41. Talaki forces are based on four-man fireteams, allowing stands of four to be used as suggested in *Striker*.

Some *Striker* rules, such as for command and initiative, can be layered into the battle system presented in *Uraqyad'n of the Seven Pillars* to increase both complexity and realism. The referee should feel free to draw as much from *Striker* as he feels will enhance the enjoyment of play for the adventurers.

The Armored Scout Car used by the Talaki has these STRIKER characteristics:

Armor		Mobility			
Chassis front	6	Road Speed	40cm	Low Hit Mod	+1
Chassis sides	4	Off-road Speed	12cm	High Hit Mod	+0
Rear	4	Mounting track over rear wheels takes 1 hour, road speed reduced by 30%, off-road speed unchanged in sand or rough terrain.		Move ½ or less :	-4 EFP
Belly	4			Move more than ½:	-4 FFP, No fire EFP
Deck	4				
Turret (all faces)	6				

The Heavy Machine gun (mounted in armored car turret - indentical to support weapon used by Talaki forces elseware).

	Range	Penetration	Auto Fire Bonus
Effective	45cm	5	+3
Long	85cm	3	+3
Extreme	180cm	2	+2

Monorail Cars - Armor Value - 1. Signature DM +0

Native Firearms

		Range	Penetration
Long-Barreled Pistol	Effective	1cm	1
	Long	2cm	1
	Extreme	5cm	0
Smoothbore musket	Effective	5cm	2
	Long	15cm	1
	Extreme	30cm	0

Firing information - Fire ia allowed every phase, but only one hit is allowed each phase for each weapon. No fire is allowed in either phase if the individual is moving.

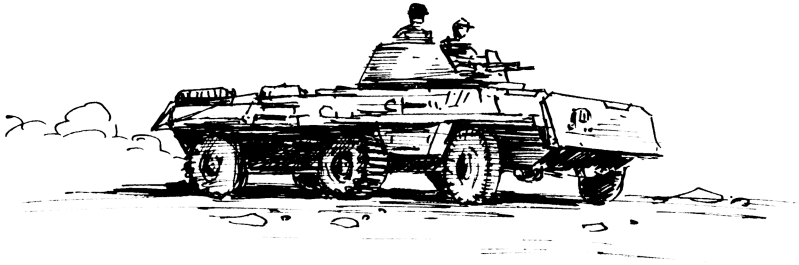
Grenades

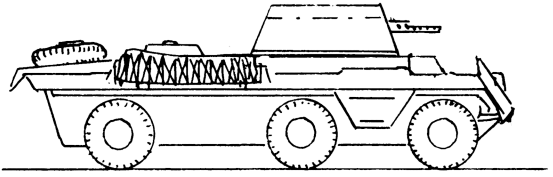
Penetration at any range	6 contact, 1 fragmentation
Effective rang	5cm
Long range	—
Extreme range	—

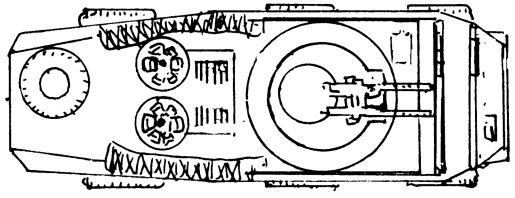
Conversion to STRIKER terminology

Shalik (Baku militia)	Militia
Keeshik (regular Talaki troops)	Conscripts
Yurik (veteran Talaki troops)	Long Service Profesionals
Talakchi (Grey Death Legion)	Picked troops

Other conversions to mate *Uraqyad'n of the Seven Pillars* with *Striker* miniatures combat rules require only common sense. Simulations of raids on Talaki outposts or derailed monorails can be particularly exciting in their own right, quite apart from attempts to resolve each combat situation in *Uraqyad'n of the Seven Pillars* with miniatures combat.







ONNESIUM

This is the metal that made FDI so interested in Vahjdi; this is what brought the adventurers to this planet in the first place. It is one of the strange, ultra-dense elements from a so-called 'island of stability' beyond the short-lived radioactives at the end of the periodic table.

Little is known about onnesium, save its atomic number (118), the fact that small quantities have been recovered from a meteor inpact crater on Vahjdi, and the discovery that it seems to act as a room-temperature superconductor. Though only mildly radioactive, it is nonetheless dangerous to handle and is transported in small lead containers. It is recovered as small, silvery spheres embedded within meteoric nickle-iron. Scientists believe that after the element was created within the heart of a supernova , (the only possible way the stuff can be created!) , it was plated onto the
surface of an asteroid; then, billions of years later, some of the metal survived when the asteroid entered the Talak System and crashed into Vahjdi.

Onnesium is valueless to the Talaki invaders, for they have not yet developed the microelectronics, computer, or magnetic-levitation technologies that require superconductor material. Both the Imperium and the Zhodani, however, would be keenly interested in a material that was superconducting - without having to be cooled to a few degrees absolute. Why, then, are the Talaki so busy mining the stuff? See THE ZHODANI PLOT, below.

The adventurers have not been told what FDI is seeking on Vahjdi. They may intercept small amounts of onnesium by capturing a special, heavily guarded monorail shipment or by overrunning a mine. Clues to the strange metal's nature and importance can be won from captured Talaki scientists who have been studying it and who may be captured along with the onnesium samples. If the adventurers discover during the course of the adventure that - in fact - the Zhodanis are behind the Talaki invasion of Vahjdi, they may learn more about onnesium and its impor-tnace from the FDI operatives who rescue them at the end of the war.

THE ZHODANI PLOT

A number of clues within the adventure may suggest to the travellers that the Talaki invasion is not what it seems. In fact, the Zhodani Consulate, a human-descended space-faring empire to Coreward of the Far Frontiers Sector, discovered traces of onnesium on Vahjdi some 25 years ago. Knowing that Zhodani traffic could not long go unnoticed within the Talaki system, they decided to have the locals gather the metal for them. After all, a single ship could land at infrequent prearranged intervals in the mountains of Southwall and collect each consignment without attracting the attention that freighters loaded with heavy machinery might. So they made some attempts to work with the Vahjdin natives; it was easy to unite the Baku coastdwellers, but the inland nomads proved to be intransigent, and the only known source of the material lay deep within their territory at the edge of the Deep Desert.

The war on neighboring Talak was just ending. Zhodani agents provided the inspiration and the designs that enabled Talak to enter space and try to overrun Vahjdi. Though the official story was that this war of conquest was intended to

help keep the Kartukan overlords in power at home, a very few Talaki rulers knew that they were actually mercenaries, being paid in technological know-how, in exchange for as much of the strange, heavy metal from Vahjdi as they could uncover. The alien strangers provided instruments for detecting it and instructions for handling it. As it was collected, it was stored within the fission reactor outside Laladjye Ur, until it was time to keep another rendezvous in the valley among the Southwall mountains.

Clues pointing toward the Zhodani involvement on Vahjdi include:

1. The attempt to sneak into the capital and assassinate Sittark ended in disaster. Zhodani agents - whose nobles possess various psionic abilities - read the minds of FDI operatives before the attempt and alerted the Talaki guards.

2. Talak's Level-6 technology should not be up to interplanetary flight.

3. Talak should have nothing but scientific interest in onnesium.

4. There will be rumors - planted by the referee at his discretion among nomad tribes and Dwerrolj caravans - of inexplicable noises and lights in the Southwall wilderness.

5. There will be rumors - again at the referee's option, planted among Talaki of high rank captured in battle - of mysterious "cloaked strangers" meeting with Sittark and his staff, of midnight train runs under heavy security to a desolate spot in the Southwall mountains, and of the promise of a new devastating weapons from unnamed "allies." All of these should be presented merely to confirm suspicions that the players have already developed.

6. The capture of a mine by N'Raqah forces may uncover a handheld magnetic device of unknown but quite sophisticated workmanship. It allows the user to pinpoint diamagnetic induced anomalies within its magnetic field - and is used to locate onnesium underground. A player - character with electronic or engineering skill will determine the device to be at least Tech Level 12.

7. Visiting the area at the end of the lone monorail spur in the Southwall will uncover a turn-around siding within an empty field, remnants of an old Talaki army camp (piles of garbage, ration tins, and so forth), and a burned-off spot in the brush nearby which travellers will recognize as a landing site for a ship of at least 100 tons.

Players who deduce the Zhodani interest in Vahjdi will be able to alert their FDI rescuers after the war; referees may wish to develop further adventures which involve ambushing the next Zhodani ship to enter the system. Such a discovery would also enhance the players' victory. When the war is won and Sheva becomes the new ruler of Vahjdi (her father had not lived long after the invasion), she can

be expected to sign trade agreements with any offworld interests who approach her . . . including the Zhodanis. When convinced that the Zhodanis were responsible for the Talaki invasion, her father's death, and her several years of exile in the desert, Sheva will be unlikely to have any dealings with them at all; FDI might be induced to part with a larger bonus in exchange for a monopoly over rights to onnesium.

LAST BATTLE

If the nomad armies are skillfully handled (largely a matter of inflicting numerous defeats on small Talaki units and avoiding battle with large ones), the Talaki army in the Badlands will begin to crumble. Units with morale values of 5 or less will refuse to attack. Units with morale values of 0 will surrender or will disband and wander back toward the Lowlands.

The time will come when the Talaki army is penned up inside Laladjye Ur, with the united N'Raqah tribes, led by the offworld Uraqyad'n, outside. The various nomad leaders - and Sheva - will strongly urge the adventurers to allow a final attack on the Baku capital. They will point out that if the Sky Palace can be taken, Sittark may be killed or captured, and the radio equipment which directs army operations on Vahjdi taken. The adventurers should be aware that this radio equipment, with interplanetary range, can be set up to broadcast a repeating SOS which, sooner or later, will attract the attention of a passing FDI ship.

The final battle will be on a rather large scale, at least several thousands - possibly tens of thousands - of nomads attacking thousands of Talaki troops. The referee must handle most of this combat in an abstract way, but action in the adventurers' immediate vicinity may be simulated in as much detail as desired.

In one way or another, the adventurers will find themselves leading the attack on the Sky Palace, which will have been fortified by Grey Death units. Maps of parts of the Sky Palace are found on the map sheet accompanying this booklet. The referee may use these to recreate room-to-room fighting, using rules for *Striker*, *Snapshot*, or *Azhanti High Lightning*, or he may simulate combat more generally, using the combat system presented with this adventure. The adventurers, with a number of nomad NPCs, can role-play their penetration of the Sky Palace and their search for Sittark.

Sittark and his command staff have holed up in what used to be the wine cellar, at the end of a long, subterranean passage. Guards and machinegun nests will make the approach difficult and dangerous. The door can be broken in by applying 40 strength points; inside with 1D officers, 1D Grey Death troopers, Rinjl, and Sittark. The players should keep in mind that damage to the radio equipment is likely to maroon them on Vahjdi for a long time to come!

Variations - such as having Sittark escape and try to reach the plane at the spaceport - are up to the referee.

FINAL VICTORY

Shevajrajahabri will reenter what is left of the Sky Palace as the new ruler of the Baku and - through the mediation of the travellers - as Uraqyad in all but military matters over the N'Raqah as will. (Alternatively, depending on how personal relationships have developed throughout the adventure, her new consort, Ad'n Jahajadal, may be Uraqyad of all the tribes.)

The adventurers will be rewarded. The nature of the reward is up to the referee, but it should be generous and will include the ten containers of onnesium found in a safe in the atomic pile control room. (Value of FDI - Cr 1,000,000 each.) They will be able to set up their repeating SOS, and in 1D weeks, an FDI packet will enter the system and land. Sheva will agree to trade with FDI - or whoever else the adventurers might name - for the onnesium remaining in the desert.

FDI will honor their original agreement with the adventurers, including back pay and the Cr 50,000 bonus. Each traveller could find himself quite wealthy at the conclusion of the campaign. Some players may suggest that Sheva deal with some company other than FDI - since FDI was originally attempting to set up a puppet government under Rinjl and the Talaki. Such maneuvering will cause them to forfeit their pay from FDI, of course, and earn that corporation's enmity; but they will easily be able to arrange profitable dealings with other firms.

Whoever eventually sets up trade with Vahjdi will be interested in the planet because of its relatively high density - 1.13. The meteoric onnesium deposit will soon be mined out, but Vahjdi shows great potential as a source for other, more ordinary heavy metals.

Finally, at the time of their rescure, FDI scouts will have reported that the political situation on Talak has changed radically. The costs of mounting a cross-space invasion had put a terrible strain on Talak's artificially propped and tottering economy. The loss of both Sittark and the Talaki expeditionary force has caused the collapse of the Kartukan government. Fighting has again broken out all over the world, the peace-keeping orbital station has been destroyed by ambitious Kartukan officers, and several rival groups are now struggling for dominance. In a very real way, the adventurers' efforts will have contributed to the downfall of the Talaki government! Referees might consider the possibility of future adventures taking place among the glaciers and fjords of Talak.

Uraqyad'n of the Seven Pillars was written to allow a handful of adventurers to enter a situation where they, alone , hold the destiny of an entire planet in their hands. It has been balanced in such a way that their presence, their military backgrounds, and their weapons will make possible nomad resistance to the Talaki invaders, and the end result - determined by their decisions and actions - will be liberty for Vahjdi and the collapse of a vicious dictatorship millions of kilometers away on Talak. Even in the Traveller universe, individuals DO count for something. We hope you enjoyed this adventure!

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Map of the Baku Sky Palace drawn by Jordan Weisman

Uragyad'n of the Seven Pillars

Across the desert of a distant planet, the daring and tactical genius of a handful of adventurers alone can thwart a dictator's invasion. Join these guerilla leaders, the Uragyad'n of the Seven Pillars, *to free a people and decide the fate of a world.*

North

Ka-kachra

Wuwimd

Kachik

Bak

Wajhe

Laladjye-ur

Bey

Dej

Lei

Dabab

Kapakin

Ka-kad

Yek

Ka-vahajah

Urseg

Urwed

Kaur

Faj

Vahajah

Ur-chawathu

Techke

Yaja

Hovetj

Nruv

Kaijur-jah

Kaij

Badur

Kinchik

Ka-kinchra

Nedj

Lih

Wekyut

Wuhaj

Shemra

Fatfadjah

Kapakjah

Ved

Gad

Jahajah

Kap-althajwah

Ur-jarwehj

VAHDJI
Habitable Zone

- Native road
- Village
- Talaki depot
- Monorail — ground level
- Monorail — elevated 1-5 meters
- Monorail — elevated over 5 meters
- Talaki mine
- Monorail under construction (monorails repaired or built — 1 hex/week

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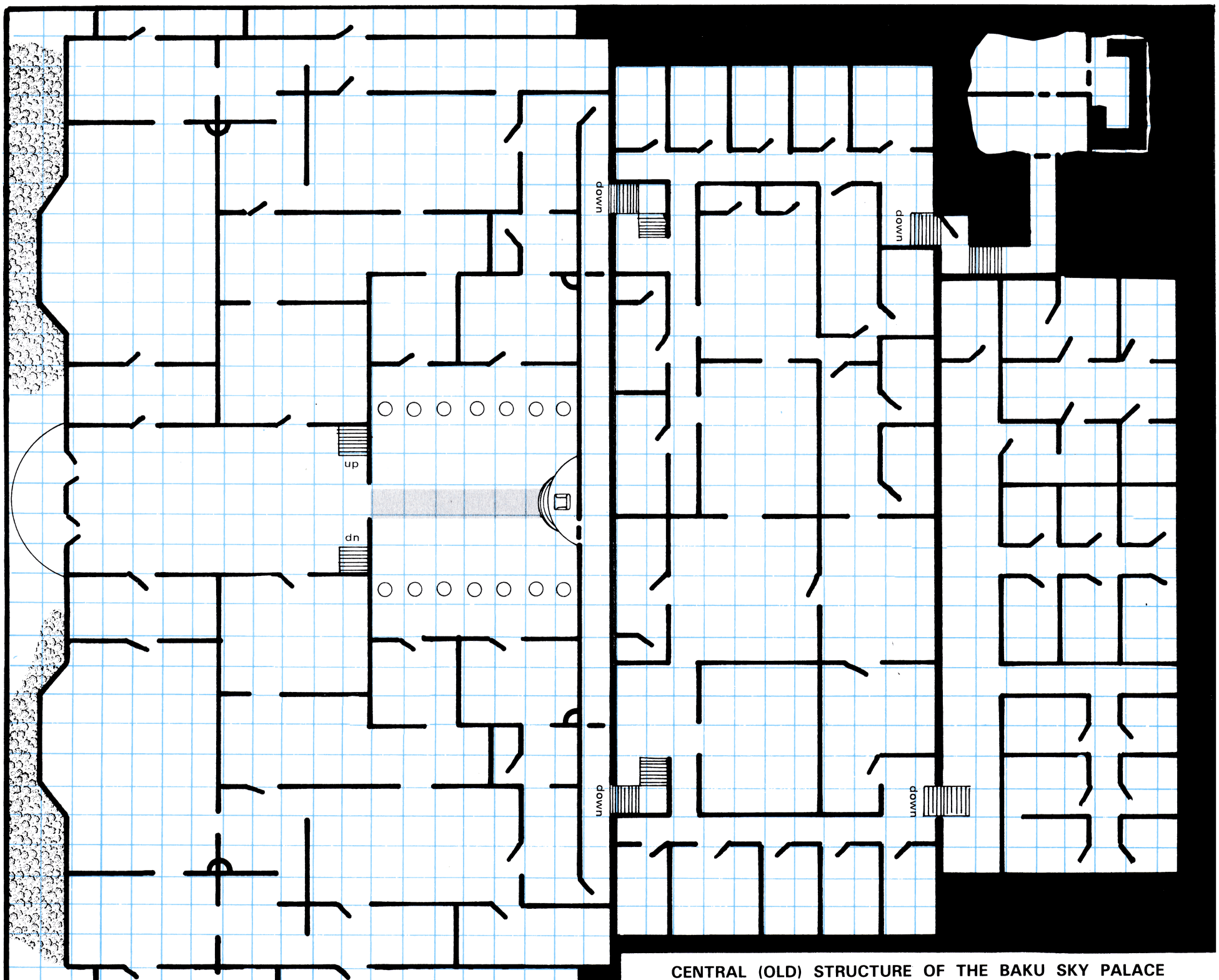
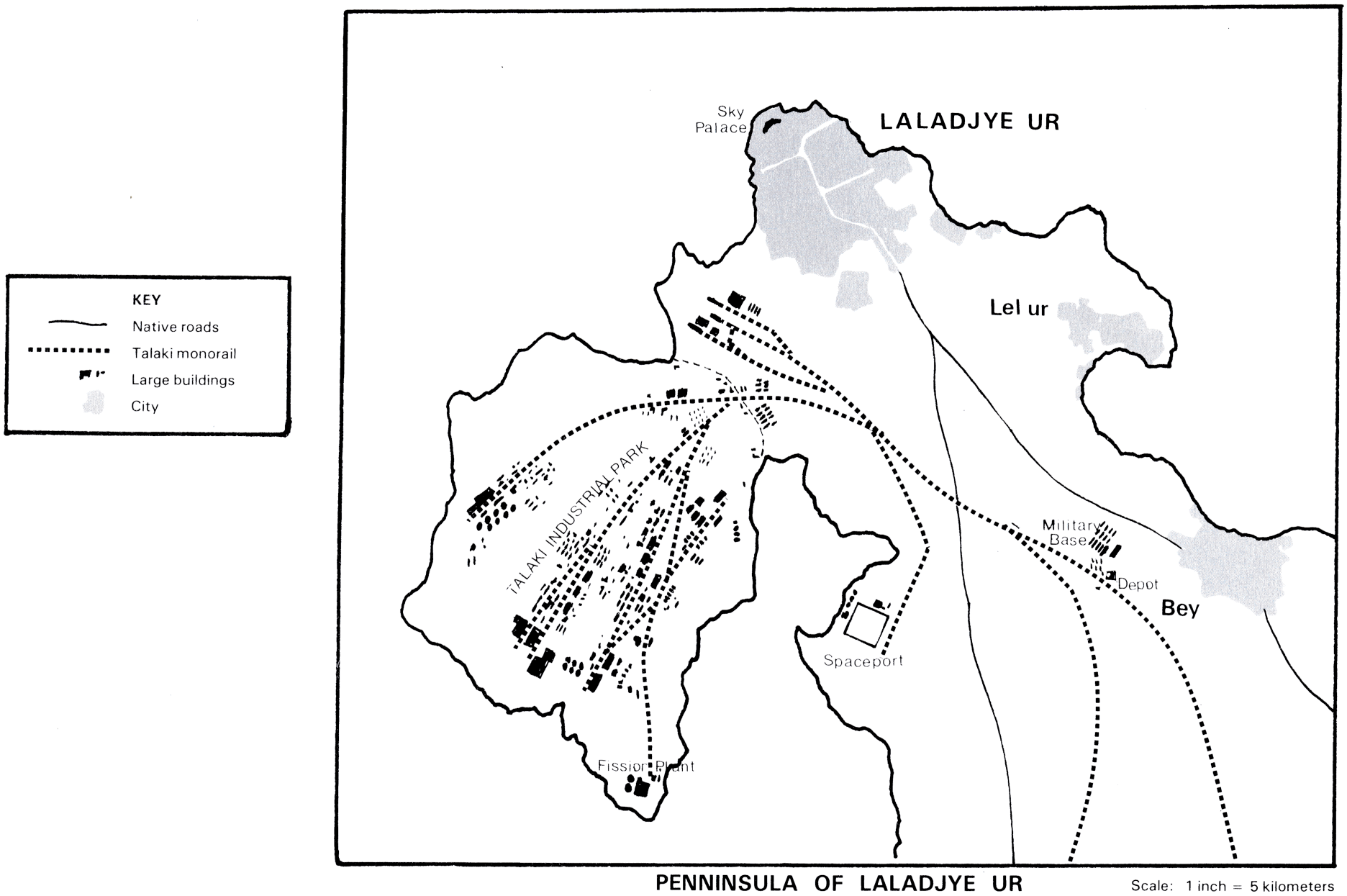
Scale: 1 hex = 5 kilometers



CENTRAL (OLD) STRUCTURE OF THE BAKU SKY PALACE
1st floor, 1st and 2nd basement levels

Drawn by Jordan Weisman



PENNINSULA OF LALADJYE UR

Scale: 1 inch = 5 kilometers